

SOS – Secrets of Opening Surprises 6

SECRETS OF OPENING SURPRISES

6

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Jeroen Bosch
The SOS Files



lppolito-lvanov, after 11...⊕f3+

CHAPTER 2 - page 16 *Ian Rogers*Triple Trouble for the Grünfeld



Take my Bishop after 5.h4, 5.cxd5 and 5. ₩c1

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Jeroen Bosch

Sicilian: the Aussie Attack



1.e4 c5 2.ᡚf3 e6 3.d4 cxd4 4.₤g5

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Erwin l'Ami

No Panov – Play an Early Queen Move



1.c4 c6 2.e4 e5 3.ᡚf3 ₩a5

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3.h4 in the Hyper-Accelerated Dragon



1.e4 c5 2. 2f3 g6 3.h4

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1.d4 ②f6 2.句f3 g6 3.句c3 d5 4.皇f4 皇g7 5.響d2

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1.d4 වf6 2.වf3 වe4

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Bishops First Please!



Early queen moves after 1.e4 e5 2.\(\hat{L}\)c4

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The Queen's Grünfeld Line (Part I)



1.d4 @f6 2.c4 b6

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1.d4 2f6 2.c4 b6 3.2f3 &b7

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Exchanging the French Bishop

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Facing 7... gc7 with 8. gd2

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A slip of the hand?

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John van der Wiel

Caro-Kann with a Slav Touch



1.e4 c6 2.d4 d5 3.∅c3 a6

CHAPTER 1

Jeroen Bosch

The SOS Files

Best by Test

SOS-1, Chapter 15, p.121

In SOS-1 I recommended 3...c5 versus the Trompowsky. Recently I had the good fortune to be able to test this line in practice. The result of the opening was beyond my – already high – expectations.

☐ Juan Manuel Bellon Lopez

■ Jeroen Bosch

Germany Bundesliga 2005/06

1.d4 �f6 2.Ձg5 e6 3.e4 c5 4.e5

An alternative is 4.d5 when 4...d6 5.公3 皇e7 is safest. Instead, 4...h6!? 5.皇xf6 豐xf6 6.公3 is somewhat better for White, as I mentioned in SOS-1. Yet, the game Rodriguez-Panno, Villa Martelli 2006, was quickly drawn after: 6...a6 7.公f3 d6 8.dxe6 皇xe6 9.皇e2 公c6 10.0-0 皇e7 11.公d5 皇xd5 12.exd5 公d4 13.公xd4 豐xd4 14.豐xd4 cxd4 15.墓fe1 曾d8. Risky for Black is 4...豐b6 5.公c3 豐xb2 6.皇d2 (again quoting from SOS-1). This verdict was borne out in practice: 6...豐b6 7.f4 and now 7...d6 8.墓b1 豐c7 9.皇b5+皇d7 10.豐e2 gives White dangerous compensation, Karttunen-Vocaturo, Turin ol 2006. Interestingly, 4.公f3 cxd4 5.e5 transposes to

The odd 5... 2h7!? remains a popular alternative. Black was fine in Szymanski-

Bologan, Warsaw rapid 2005, after 6.d5 (in my opinion Trompowsky players should investigate 6.dxc5) 6...d6 7. \bigcirc c3 exd5 8. $\$ xd5 \bigcirc c6 9. $\$ b5 $\$ c7 (this is stronger than 9...dxe5?! 10. $\$ xe5+ $\$ e6 11. $\$ xh6! \bigcirc f6 12. $\$ g5 $\$ tar Reddmann-Kekelidze, Hamburg 2006) 10. $\$ gf4 $\$ e6 11. $\$ ye4 d5 12. $\$ ye2 a6 13. $\$ gxc6+ $\$ yxc6 14. $\$ Qf3 $\$ ge7 $\$ T.

6.c4 ②b4 7.d5 Ambitious. 7.dxc5 is the alternative. **7...d6**



Making full contact with the enemy. White runs the risk that the centre will be fully liquidated, when Black will have an edge in development.

8.a3 24a6 9.2f3?!

This does not work out well for White. If White hopes to gain anything he should try 9.总f4 dxe5 10.总xe5 公d7 11.營a4 營g5 12.f4 營g6 13.公f3 总e7 14.公c3 0-0 15.d6 总d8 16.0-0-0 f6 17.f5 exf5 18.总g3≌ Karttunen-Sepp, Finland 2003/04.

The stem game went 9.exd6 2xd6 10.0c3

0-0 11.\(\hat{D}\)d3 \(\Delta\)c7 12.\(\Delta\)ge2 exd5 13.cxd5 \(\Delta\)d7 14.0-0 \(\Delta\)f6. Clearly White's strategy has failed. Pawn d5 is weak and Black has the much easier game, Nakamura-Yudasin, New York 2001, see SOS-1.

9...dxe5 10.2xe5 2d6

This simple move is best. The ambitious 10... ②d7 can be met by the piece sacrifice 11. ②xf7!? \$\delta xf7\$ 12. dxe6+ \$\delta xe6\$. White has a forced draw with 13. \$\delta d5+\$\delta f6\$ 14. \$\delta f3+\$\delta e7\$ 15. \$\delta e4+\$\delta f7\$ 16. \$\delta d5+\$\delta f6\$. However, it makes sense to continue with 13. \$\delta c3\$ or 13. \$\delta e2\$ with decent compensation in view of the 'central' position of Black's king!

11. ₩a4+?!

This check merely helps Black. The ignominious retreat 11.公f3 was comparatively best. White is also in trouble after 11.盒f4 0-0 12.dxe6 总xe6, as 13.公xf7? fails to 13... 区xf7 14. 營xd6 (14.总xd6 区d7) 14... 營f6! and Black is winning.

11...2d7 12.2f3

Admitting the failure of his opening strategy. If 12.dxe6, then $12...2 \times 513.exd7 + 2.xd7 = 1.00$

12...exd5 13.cxd5 0-0



Black has a clear edge in development, while pawn d5 is weak and White's queen badly positioned on a4. This is enough for a distinct advantage.

14.9 c3

White should perhaps have settled for 14. 鱼xa6 公b6 15. 營c2 bxa6 16.0-0.

14...**∕**2c7 15.**≜e**3

White more or less loses a pawn after the natural 15. êe2 ②b6 (15... ②f6) 16. 豐d1 星e8 17.0-0 (what else?) 17... ②cxd5 18. ②xd5 ②xd5, when White cannot take back: 19. 豐xd5?? âxh2+.

15...公f6 16.罩d1

Also unattractive is 16.0-0-0 a6 $(16... \odot g4$ $17. \odot e4 \odot xe3$ $18.fxe3 = 17. \odot c2$ b5 = 1.0

16...**ℤe8**

Black's position plays itself. It is sufficient to complete development to show up the defects in White's game.

17.**쌀h**4

17. ≜e2 is strongly met by 17... ⊈g4.

17...**£f5** 18.a4?

20. êe2 ②xe3 21.fxe3 其xe3 also loses.



20... ②xf2! A neat tactic that wins on the spot. 21. ②c4 Not 21. ②xf2 ③f4+. 21... ②g4! Even stronger than 21... ②xh1. Black wins the exchange on his own terms following 22. ■d(h)e1 ②xe3 23. ■xe3 ②f4. White therefore resigned.

A Boring Draw?

SOS-3, Chapter 3, p.28.

Confronted with the blunt 4.h4, Bolzoni replies in Grünfeld style to score a ... draw!

☐ Pavel Govciyan

■ Victor-Angel Bolzoni Nancy 2006

1.d4 ②f6 2.c4 g6 3.②c3 d5 4.h4 c6 5.cxd5 cxd5 6.Ձf4 ②c6 7.e3 Ձg7 8.Ձe2

This was my recommendation in SOS-3. The game Bosboom-Sokolov, Leeuwarden 1997, went instead 8.h5 0-0 (8...公xh5) 9.hxg6 hxg6 10.公f3 豐b6.

8... ₩a5 9.a3

Now Black has an excellent reply to keep equal chances. In case of 9. 公f3 White would no longer threaten h5.

9...公e4 10.罩c1 e5! 11.dxe5 公xc3 12.罩xc3 公xe5 13.b4 公f3+! 14.莹f1 全xc3 15.bxa5



15...∮)d2+ 16.⊈e1

1/2-1/2

Weekend Short Circuit

SOS-1, Chapter 1, p.10

Gunsberg's Four Knights can be tricky. In the following game Black quickly lost his way.

☐ David Smerdon

■ Robert Ris

Tilburg 2006

1.e4 e5 2.∅f3 ⊘c6 3.⊘c3 ⊘f6 4.a3 ≙d6?!

Original, but not very logical. White can now deploy his bishop on c4 in one go. In case of 4.\(\text{\text{\text{\text{0}}}}\) \(\text{\text{\text{\text{\text{\text{0}}}}}\) \(\text{\text{\text{d}}}\) (5.a3 is a useful waiting move when White will retreat his bishop to c4 if he can.

5.Qc4 0-0 6.d3 h6?

This is similar (but worse) to our 4. 2b5 2d6 SOS line. Not only is White's bishop better placed on c4, Black has also made the mistake of playing both ...0-0 and ...h6 while White has not yet castled. He is simply asking for:

7.g4! 4h7 8.g5! hxg5

White is also better after 8... ②xg5 9. ②xg5 hxg5 and now either 10. □g1 ②e7 11. ②d5, or 10.h4 gxh4 11. 豐h5 ②d4 12. 宮f1 ②e7 13. ②d5 ②e6 14. ②xe7+ 豐xe7 15. □xh4 f6 16.f4 exf4 17. ②xf4.

If 9... 2e7 then 10. 2d5.

10. 2 d5 2 e7 11. ≜xg5 2 xg5?!



The game, played in a weekend congress, now had a curious finish.

12. 2 xq5?

Immediately over was 12.0f6+! gxf6

(12... 空h8 13. 公xg5+-) 13. 公xg5 winning! **12...** 公**xd5 13. 營h5**

And Black resigned – a little too soon. In case of $13...\triangle f6$ White has to find $14. \pounds xf7+$ $\Xi xf7$ 15. $\Xi xf7+$ $\Xi h8$ 16. $\Xi g3$ d6 17. $\triangle e6$ $\Xi g8$ 18. $\Xi h3+$ $\triangle h7$ 19. $\Xi xh7+!$ $\Xi xh7$ 20. $\triangle g5$ $\pounds e6!$ 21. $\triangle xe6$, when he should indeed win.

Shereshevsky's Albin

SOS-2, Chapter 5, p.38

In the SOS series we have mainly looked at Morozevich's 4.\(\Delta\)f3 \(\Omega\)c6 5.g3 \(\Omega\)ge7!?, but Shereshevsky's old suggestion of 4.a3 can be annoying to meet in practice and deserves some attention.

☐ Jonathan Parker

Nick Pert

Swansea ch-GBR 2006

1.d4 d5 2.c4 e5 3.dxe5 d4 4.a3

An insipid little move, or is it? White does not develop a piece, but controls the b4-square. The real idea is the follow-up with 5.e3 to return the gambit pawn for a slightly better ending. A clever psychological approach, for we don't play the Albin to defend a slightly inferior ending now, do we?

4 5 c6

In his *Chess for Zebras*, Jonathan Rowson mentions that 4...c5 is probably best met by 5.e3 (5.e4 was Shereshevsky's suggestion, when Rowson likes 5...\(\int\)c6 6.f4 g5 with unclear play) 5...\(\int\)c6 6.\(\int\)f3 \(\frac{1}{2}\)g4 7.\(\frac{1}{2}\)e2.

5.e3

The main idea. White does not defend the e5-pawn. He will exchange queens after a future ...dxe3, when Black's king will be exposed in the centre.



5...**∕**2ge7

Let's continue in the spirit of Morozevich! Please carefully study 5...dxe3 to convince yourself that the ending really is troublesome for Black – this may be counterintuitive. Other possibilities are 5...\$\overline{\phi}\$e6 and 5...\$\overline{\phi}\$6

- Very sensible looks 5...dxe3 6.\dot\dxxd8+ \$\dagger xd8 7.\dagger xe3 \Quantum xe5, for, with the queens off, is it really so dangerous for the king on d8? Shereshevsky is adamant and gives the astonishing: 8. 2f3! (I am not too convinced that 8.0c3 \$\frac{1}{2}e6\$ gives Black sufficient counterplay, as Shereshevsky argues. At least in the game Ljubojevic-Martens, Enschede 2006, White always looked better: 9.0-0-0+ \$\displace c8 10.2\d5 c6 11.2\d5 4 \d2g4 -11... 2xc4 12. 2f3 2xf3 13. 2xc4 2e5 14. \(\hat{\pma}\)b3 with a big lead in development in an open position - 12.f3 2d7 13.2gh3 2h6 14. 2g5 2f5 15. \$\frac{1}{2}f2 \frac{1}{2}e7 16. 2e4 \frac{1}{2}e7 17. 公h5! 單hg8 18. Qe2 b6?? - overlooking White's threat - 19.f4 2g6 20. 基xd7+! \$xd7 21. \(\hat{g}_4\)\(\degree c7 \) 22. \(\hat{k}_x \) xf5 and White is winning) 8... 2xf3+ 9.gxf3. In Chess for Zebras Rowson develops this line with 9...\$e6 10. වc3 ළු c8 11.0-0-0 වු f6 12. වe4 වු d7?! 13. 如g5 when he concludes that White's advantage is becoming tangible.
- 5... êe6 6. ②f3 (not 6.exd4? 響xd4 7. 響xd4 ②xd4 with great problems for White due to the weakness of square b3)

- 9.②c3 a6 10.②g5 ②xe5 11.③xe6 fxe6 12.ℤd1 ℤxd1+ 13.③xd1 ②7c6 (stronger is 13...②f5!?, Ward) 14.f4 ②g4 15.ଛg1 e5 16.Ձe2 ②f6 17.fxe5 ②xe5 18.Ձd4 ②c6 19.Ձe3 ೩d6 20.೩f3 ✿d7 with approximate equality in Agrest-Glenne, Bergen 2001.
- 9.公c3 公g6 10.公b5 單d7 11.公bd4 公gxe5 12.公xe5 公xe5 13.公xe6 fxe6 14.兔e2 公d3+15.兔xd3 罩xd3 16.쓸e2 單d8± Farago-Mestel, Belgrade 1982.
- 9. ②g5 ②f5 10. ②xe6 fxe6 11. ②g5 ③e7 12. ③xe7 ﴿sxe7 and Black's chances were already preferable in Sbarra-Marchio, Corsico 1996.
- 9. 2bd2 2g6 10. 2g5 2gxe5 11. 2xe6 fxe6 12.h3 2d3+ 13. 2xd3 xd3 (compare this ending to the one in Farago-Mestel. White is always better because of Black's fractured pawn structure, but it may not be all that much. So 5... 2e6 is a safe escape route, albeit one which may not be that attractive for Black) 14. 2e2 d7 15.b4 2d4+ 16. 2xd4 xd4 17. 2ac1 2e7 18. 2f3 d8 19. 2hd1 xd1 20. xd1 2f6 and Black managed to draw in Leitao-Mekhitarian, Santos 2006.
- 5...a5 6.ଛf3 ଛc5 7.exd4 and now Black should analyse Rowson's 7...ଛxd4!? rather than 7...ଛxd4 8.ଛe3 ଛg4 9.ଛe2 which is just a pawn down.

6.9 f3

6.exd4 ≝xd4∓ is the point, when after 7. ≝xd4 ②xd4 the weakening of the b3-square means that White is already lost.

6...ዿg4 7.ዿe2

Now Black must act, since 8. ②xd4 is a threat.

7...dxe3

Finally allowing the ending. This is stronger than Polugaevsky's old recommendation of 7... \$\tilde{0}\$f5, when 8.exd4 \$\tilde{0}\$xf3 \$\tilde{0}\$xf3 \$\tilde{0}\$fxd4 10.0-0 clearly favours White.

Now Black must make up his mind between 9... ②f5 and retrieving the pawn with:

9....\(\hat{Q}\) xf3

Pert must have calculated the game continuation until the repetition. 9...公f5 10.皇g5 皇e7 11.皇xe7 皇xe7 皇xe7 12.公bd2 皇xf3 13.公xf3 公fd4 is fine too.

10. axf3 公xe5 11. axb7

11. \(\hat{g} e 2 \quad f 5 \) is somewhat better for Black.

11...②xc4 12.皇xa7 ②a5! 13.皇f3 ②b3



Ironically Black keeps the balance, due to the weakness of b3 – the culprit is 4.a3!

14. Ia2 ②c1 15. Ia1 ②b3 16. Ia2 ②c1

17. Ia1

Ivanov wins with Indian SOS

SOS-4, Chapter 12, p.96

The winner of the SOS Prize is Alexander Ivanov, for the following win over Dean Ippolito at the 2006 World Open.

☐ Dean Ippolito

Alexander Ivanov

Philadelphia 2006

1.d4 g6 2.�f3 Ձg7 3.c4 d6 4.g3 �d7 5.Ձg2 e5 6.�c3 �e7

This system, favoured by Zurab Azmaiparashvili (among others), was dubbed an 'Indian SOS' by Dorian Rogozenko. Black is playing a kind of King's Indian, but with his knight on e7 rather than on f6. This increases Black's control over the dark squares. Not only does the knight not block the a1-h8 diagonal, but it can also be moved to c6 (after ... exd4), to attack the d4-square.



7.e4?!

It is telling that this seemingly logical move is already a serious inaccuracy. White must castle first, before playing e4. After 7.0-0 0-0 8.e4 Black continues with 8...exd4 9.2xd4 ②c6 when Rogozenko's main line went 10. 2 de 2 a 5. As Rogozenko points out, it is more subtle to preserve the option of playing ... \(\sigma \cop 5 \) or ... \(\sigma \de 5 \) for the moment. White's best move is 11.h3 when 11...\$\(\rho\)c5 12.\(\hat{\rho}\)e3 leads to a position where SOS-4 considers two moves: 12... 2e8 and 12... 2e6. In Murshed-Rahman, Dhaka 2006, the latter was tested. Black had good compensation after 12...2e6 13.b3 \(\mathbb{U}\)c8 (for 13...a4 14.\(\mathbb{L}\)b1 axb3 15.axb3 f5 see SOS-4) 14.\(\preceq\$\text{h2}\) f5 18. 響xc5 ②b4, with excellent counterplay.

7...exd4!

Ivanov takes advantage of Ippolito's mistake with an energetic sequence. He will only castle when all other useful moves are exhausted.

8. 2 xd4 2 c6 9. 2 de2

So, now 9...0-0 10.0-0 would transpose to the main line mentioned above. However, the tactical dangers that White is facing in this line are illustrated by the fact that Black can now grasp the initiative with

9... 2de5!

If both sides have castled, this knight sortie gains nothing, because of b3 followed by f3 (in reply to ... \(\Delta g4 \)).

10.b3 2g4 11.h3

In case of 11.0-0 ②f3+ White has to give up his fianchetto bishop with 12.\(\dot{\pi}xf3\), since 12.\(\dot{\pi}h1\)? loses material to 12...\(\dot{\pi}xc3\) 13.\(\dot{\pi}xc3\)\(\dot{\pi}xh2\).

11...**9**f3+



12.含f1 êxc3 13.罩b1

White has no choice. He will win back the piece, but his position is in disarray. Of course, he loses the queen after 13. △xc3? △h2+, and an exchange after 13.hxg4? △xa1 14. △xf3.

13...9h2+!

Creating further disharmony in White's camp.

14.**∲**g1

14. 區xh2 鱼xe2+ 15. 豐xe2 0-0 is better for Black due to the unfortunate position of the rook on h2, and the king on f1.

14...**£xe**2

Naturally, Ivanov is not satisfied with a mere repetition after 14... $\bigcirc f3+15.$ $\bigcirc f1.$

15. **資xe2**



15...h5!

Touching up the dark squares. White cannot block the h-pawn as the intrepid knight would escape to g4.

16. \$\dispxh2 \hdoth4 17.g4 g5!

Preparing a dark-square blockade with 全e5+ and ... 響f6. Ippolito now gives up a pawn to avoid that dismal prospect.

18.e5?! ②xe5+ 19.f4 This was White's idea. 19...gxf4 20.②xc6+ Better was 20.③xf4. 20...bxc6 21.③xf4 0-0 Ivanov has finally found the time to castle. 22.②xe5 □e8 Black remains a pawn ahead for the moment due to this pin. 23.豐f3 □xe5 24.豐xc6



White has regained the pawn, but at the cost of his coordination. Ivanov now transfers the game into a winning double rook ending.

24... Ie2+ 25. 中g1 中e8!

This is stronger than taking on a2.

With his absolute control over the second (and third) rank Black should win.

27.a4 \(\mathbb{Z}\)8e3 28.\(\mathbb{Z}\)h2 \(\mathbb{Z}\)e1+

Even stronger was 28... **29. 29.**



This forces the king back, or transposes into a winning pawn ending as in the game.

35.**ℤb5** ℤxb5+

35... 且 3 also wins, but the text is simpler.
36.cxb5 曾g7 37. 曾c6 曾f6 38. 曾xc7 d5 39. 曾b7 d4 40. 曾xa7 d3 41. b6 d2 42. b7 d1 劉 43. b8 劉

After the pawn race both sides have queened, but Ivanov has of course foreseen that the queens will come off again.

 43...營a4+
 44.協b7
 營b4+
 45.當c8

 營xb8+
 46.當xb8
 當g5
 47.當c7
 當f4

 48.當d6
 當g3
 49.當e5
 當xh3
 50.g5

 當g4
 0-1

CHAPTER 2

Ian Rogers

Triple Trouble for the Grünfeld



Take my Bishop after 5.h4, 5.cxd5 or 5. ₩c1

The 4. \(\hat{\pm}\)g5 system against the Grünfeld has a reputation as a safe, even boring, variation, especially when White replies to 4... De4 with 5. h4. The curious 5. f4 also became popular in the 1990s thanks to advocacy by original thinkers such as Vadim Zviagintsev and others. However both 5.\(\hat{\pmath}\)h4 and 5.\(\hat{\pmath}\)f4 have the less-than-original idea of preserving the g5 bishop; truly radical thinkers such as Alan Goldsmith don't worry about the bishop. 'Who is Alan Goldsmith?', I hear you cry. Goldsmith is almost unknown outside Australia yet at least one of the many opening ideas he has invented - 1.d4 2 f6 2. 2 g5 2 e4 3.h4 - is now played around the world. When devel-

oping his 3.h4 Trompowsky system Goldsmith also analysed related ideas in the 4. 2g5 Grünfeld, both 4... De4 5. h4!? and 5.cxd5!? - the latter plan giving Goldsmith a number of spectacular wins. This article will examine these two plans, as well as the even more sophisticated 5. 當c1. All three moves give Black the chance to eliminate White's dark-squared bishop, but there is also the temptation to simply exchange on c3 and return to a more normal position from the 4. 鱼g5 lines. In these cases White has saved a tempo by not moving the g5 bishop, though the usefulness of 5.h4 and 5. **營**c1 can be debated. In any case, all three systems set new and challenging problems

for Black – all that can be asked of an SOS system.

I Grünfeld 5.h4 1.d4 ⊘f6 2.c4 g6 3.⊘c3 d5 4.Ձg5 ⊘e4 5.h4!?



5...**②xc3**

By exchanging on c3, Black hopes to show that 5.h4 is just a waste of time.

- 5... ②xg5 is very rarely seen, probably because after 6.hxg5 e6 7.2f3 \(\hat{2}\)g7 8.e3 b6 9. 對b3 **\$b7 10.cxd5 exd5 11. 罩c1 c6 12. \$d3** the position looks more like a Queen's Gambit than a Grünfeld. Objectively Black should be fine here but the probability that both kings will stay in the centre complicates matters. The game Solis-Carrera, Peru 2002, continued 12... 2d7 13.a4!? 響e7 (13...公f8 14.e4!) 14.公e2 h6 15.gxh6 罩xh6 19.g4! 0-0-0 20.gxf5 gxf5 21. 世c2 皇h6 and now instead of 22. 2xd5 which gave Black counterplay after 22... 對d6 23. 包e7+ 對xe7 24. 其xh6 豐g7 with ideas such as 25... 豐g2 and 25...c5 in the air. White could have secured a safe advantage with the simple 22. Th4.
- 5...c6 is a solid response, but soon enough Black will find himself choosing between the capture on g5 and c3, e.g. 6. ②f3 ②g7 7.e3 ②xc3 8.bxc3 ②d7 9. ₩b3 ₩a5 10.h5 ②c5!?

11.營b4 營xb4 12.cxb4 公e4, Gordon-Seidman, Pittsburgh 1946, and now the simple 13.全f4 should keep an edge for White.

6.bxc3 dxc4



and now a plan such as 10.\(\textit{a}\)e2 and 11.0-0 does not make much sense with h4 thrown in, so White should prefer 10.\(\textit{b}\)5 \(\textit{b}\)5 \(\textit{w}\)th a slight endgame advantage. For those wishing to understand how to play these endgames for White, an examination of the 4.\(\textit{a}\)g5 \(\textit{c}\)e4 5.\(\textit{a}\)h4 variation could be in order. In many of the 5.\(\textit{a}\)h4 lines Black delays playing ...\(\textit{a}\)g7 in order to have an option of ...\(\textit{e}\)6 and ...\(\textit{a}\)e7 when the queens have come off the board. The penalty for not doing so has been known since Taimanov-Uhlmann, Belgrade 1970, and it still causes problems – see Korchnoi-Swinkels, Banyoles 2006.

• 6...h6 has been played quite often but certainly does not help Black, e.g. 7.总f4 总g7 (7...c6 8.e3 響a5 9.豐b3 公d7 10.公f3 总g7 11.cxd5 cxd5 12.豐b4 豐xb4 13.cxb4 is a typical position where the g7 bishop does not participate in the game. After 13...公b6

14. ②e5 0-0 15.a4 ②d7 16.a5 ②c4 17. ②xg7 ③xg7 18. ②xc4 dxc4 19. ②d2 White was well on top in Muranyi-Fessler, Untergrombach 2003) 8.e3 c5 9.cxd5 豐xd5 10. 豐b3 豐xb3 11.axb3 ②c6, Petersen-Sirch, Leopoldsburg ch-NATO 2000, and now White should have proceeded as in the 6... ②g7 line with 12. ②b5 ③d7 13. ②f3, when White is more comfortable.

7.e3

Of course it is possible to regain the pawn with 7. ₩a4+ c6 8. ₩xc4 but after 8... \$\dots 69. \dots d3 \$\dots g7 10.h5 h6 11. \$\dots d2 g5 12. \$\dots f3\$ \$\dots d7 13.e4 White's big pawn centre has little support and chances were about equal in Belakovskaia-Tarasova, Gornji Milanovac 1991.

7...ge6 8.h5!

Of course! Quiet development may also work, but this keeps the most pressure on Black – and shows that 5.h4 can prove useful later.

8...ஓg7!? 9.h6 Ձf8 10.Дb1 d5 11.Ձf4 c6 12.Ձf3 Ձd7 13.Ձg5



13...0-0-0?!

Having allowed the white knight to get to g5 – 12...f6 was possible – Black should take his life in his hands and play 13...\$\documentum{\text{\text{.}}}\documentum{\text{.}} d5! 14.f3 f5 when 15.\$\text{\text{\text{\text{.}}}}\delta can be met by 15...\$\text{\text{\text{\text{.}}}}f6!, with 16...e5 to follow. The position remains highly unclear but White can force Black to

repeat moves with 16. \$\vert d2 \vert c6\$ and then decide how to proceed.

14. ②xe6 fxe6

On 14... \widetilde{\pi} xe6 15. \widetilde{\pi} a4 wins back the pawn with a continuing attack.

15.罩b4 公b6 16.单e5 罩g8

So far we have been following Doyle-Stevenson, Clarkston 1998, where White played

17. **炒b**1

and eventually won. However, a simple move like 17. \$\mathbb{U}\$f3 would have won the pawn back with a dominating position, while 17. \$\hat{L}\$e2!?, intending 18. \$\hat{L}\$f3, might be even stronger.

■ Grünfeld 5.cxd5 1.d4 ②f6 2.c4 g6 3.②c3 d5 4.Ձg5 ②e4 5.cxd5!?



To leave the bishop on g5 undefended is such an unexpected idea that even a GM who has been playing the Grünfeld all his life, Lubomir Ftacnik, admitted to having never considered the move. Of the three lines in this SOS article, this is probably also the riskiest, but bear in mind that White has a 'bale out' option on move 8.

5...**∕**∑xg5

The obvious reply, but plenty of players have tried 5...公xc3 6.bxc3 營xd5 despite the fact that after 7.公f3 White is simply a tempo up on a main line, having saved the move 总h4

or £4. Of course matters are not 100% clear since a later ... £g4 by Black may force White to move the bishop away, but at least White has more options than in the main lines and can choose f4 or h4 for the bishop depending on circumstances.

6.h4

For those wanting to completely confuse their opponent, 6. ₩a4+!?

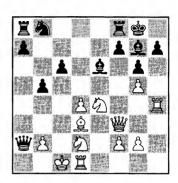


turns out be be playable.

6...**⊘**e4

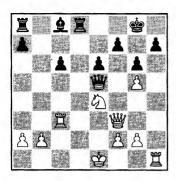
Black has many reasonable alternatives but they have often resulted in crushing defeats. Some examples:

● 6...e6 7.hxg5 exd5 8.\\$b3 (8.\Delta f3 transposes to some 5.h4 lines but White's inten-



16...c5 (trying to tempt White with the rook on a8 but White's ambitions lie entirely on the other flank. However, 16... 全xd4 also loses: 17. 公f6+ 全xf6 18.gxf6 公d7 19. 量dh1 with a winning attack) 17. 量xh7!! (completely decisive and not difficult to calculate: 17... 全xh7 18. 公f6+ 全xf6 19. 量h1+ wins) 17... 公d7 18. 公f6+ 全xf6 (if 18... 公xf6 then 19. 星xg7+! wins) 19. gxf6 量fc8 20. d5! 營xd5 21. 量dh1 1-0, Goldsmith-Drummond, Melbourne ch-AUS 1991.

• If the previous game was not enough of an advertisement for 5.cxd5, then Goldsmith produced a similar finish against the apparently more solid 6...c6 7.hxg5 cxd5 8.\(\textstyle{\mathbb{Z}}\)c1 (once again White has a less violent option in 8.e3 \(\omega \cop 6 9.\) \(\omega \text{b3 e6 10.f4 which } \) led to a safe advantage for White after 10...\(\hat{\pm}\)g7 11.\(\hat{\pm}\)b5 \(\hat{\pm}\)d7 12.\(\hat{\pm}\)xc6 bxc6 13.夕a4 豐a5+ 14.曾f2 0-0 15.夕c5 豐d2+ 16. ②e2 罩ab8 17. 豐d1 豐xd1 18. 罩axd1 &c8 19.b3 in Chernyh-Simagin, Moscow 1966) 8... 2c6 9.e4 e6 (trying to stay solid, since 9...dxe4 10.d5 looks good for White) 10.2f3 dxe4 11.2xe4 2g7 12.2b5 0-0 13. exc6 bxc6 14. ne5! 習a5+ 15. ac3 ②xe5 16.dxe5 罩d8 17.營f3 營xe5



18. **a**xh7!! f5! 19. **a**3! **b**3+ 20. **b**f1 **b**xh7? (it was crucial to cover the d3 square with 20... **a**6+! 21. **b**g1 before taking the rook. Then after 21... **b**xh722. **b**h3+ **b**g8! 23. **a**6+ **b**f8 24. **b**h7 White's attack is good enough for a draw but probably not more) 21. **b**h3+ **b**g7 (now 21... **b**g8 22. **a**16+ **b**f8 loses to 23. **b**h8+ **b**e7 24. **b**g7+ **b**d6 25. **a**3+ **b**c5 26. **b**e7+ **c**c4 27. **a**2xd8) 22. **b**h6+ **c**5 25. **b**f6+ **c**5 26. **c**5 26. **c**5 24. **c**5 27. **c**5 28. **c**5 26. **c**5 26. **c**5 26. **c**5 27. **c**5 28. **c**

● Ftacnik has suggested 6...②e6!? 7.dxe6 ②xe6 with the idea that 8.e4 ②g7 leaves White's centre somewhat exposed. White should therefore prefer 8.e3 ②g7 9.②ge2! with good chances, e.g. 9...②d7 10.豐b3 豐c8 11.h5 c5 12.d5 0-0 13.hxg6 hxg6 14.②f4 with good attacking chances for White in Jurcik-Ates, Budva ch-EUR-U16 2003.

7. 公xe4 營xd5 8.f3!?

This is Goldsmith's idea to keep the knight on e4, controlling c5, for as long as possible. It looks – and is – extremely risky to play this way without a dark-squared bishop, so most players prefer the more modest 8.公c3. Now – Black usually plays 8... 響 a5

Here the temptation for White is to take control of the centre with e3 or e4, attack with h5

and hope for the best. Unfortunately this plan very rarely succeeds – the most notable exception being Struglach-Bell, Detroit 1994 which concluded 9. △ f3 ≜ g7 10. h5 gxh5?! 11.e3 ≜ f5?? 12. □ xh5 1-0! However with the simple and thematic pawn break ...c5, Black can almost always disrupt White's attack. and launch a successful counter-attack. So perhaps the only responsible plan for White here is the modest 9. △ f3 (9.e3 will be similar) 9... ≜ g7 10. ■ a4+ ■ xa4 11. △ xa4



with an endgame which IM Voloshin has played with some success. Of course the bishop pair should be good insurance for Black but without the ...c5 break Black must certainly be careful. 11... 2g4 (11...c6 12. 2c1 0-0 13.e3 ad7 14.ac5 axc5 15. xc5 ge6 16.b3 a5 17.\(\hat{Q}\)c4 \(\hat{Q}\)xc4 18.\(\bar{\pi}\)xc4 \(\bar{\pi}\)fd8 19. \$\displays e2 e6 20.g4 was already very good for White in Voloshin-Spesny, Czech Republic 1999) 12.e3 2d7 13.\(\bar{\pi}\)c1 c6 14.\(2\)c5 2\(2\)xc5 (14... \(\bar{\pm} \) b8 15.\(\hat{\pm} \) e2 \(\hat{\pm} \) xf3 16.gxf3 e5 17.dxe5 **Qxe5** 18.公d3 **Qf6** 19.f4 h5 20.b3 should not have been much for White, yet White again won comfortably in Voloshin-Wendt, Pardubice 1996) 15. Exc5 & xf3 16.gxf3 h5 17.f4 e6 18.臭g2 dd7 19.de2 罩ac8 20. df3 Ic7 21.曾g3 Ihc8 22.Id1 曾e7 23.b4 a6 24.a4 \(\hat{Q}_1f8\) 25.\(\bar{L}_0b1\) \(\dred{\text{ch}}\)d7 26.\(\bar{L}_a5\) \(\bar{L}_0b8\) 27.b5 and Black had to work very hard to draw in Voloshin-Smeikal, Mlada Boleslav 1994. However if boring endgames with a minimal

edge are not to your liking – and they probably are not if you are thinking of playing 5.cxd5!? instead of the staid 5.2h4 – then Goldsmith's risky plan may be necessary.

- 8... 營d8 is not so bad, e.g. 9.e.3 ②g7 10.h5 (10.②b5+!? ②d7 11.h5 worked out well for White in Bönsch-Pribyl, Berlin 1989) 10...c5 11.h6 ②f6 12.②e4 營a5+ 13.營d2 營xd2+14. 含xd2 cxd4 15.②xf6+ exf6 16.exd4 0-0 17.②c4 ②e6 when any White advantage is miniscule – in fact a draw was agreed here in Forintos-Navarovszky, Budapest 1965.

8...**≜g**7

8... ②c6 9.e3 \(\hat{2}f5 \) was tried in Harrison-Lutley, Adelaide 2004, and now 10. ②e2! (instead of 10. \(\hat{2}d3?! \) \(\hat{2}h6! \)) would have enabled White to maintain the knight on e4. 9.e3 \(\hat{2}a5+10. \) \(\hat{2}f2 \(\hat{2}c6 11. \) h5?!



11...**≜f**5?!

Both players missed that White's last move allowed the powerful (if anti-positional) tactical response 11...f5! followed by 12...f4. Of course White should have played 11.\(\tilde{D}\)e2, keeping the f4 square under control. 12.h6 \(\tilde{D}\)f6 13.\(\tilde{D}\)xf6+ exf6 14.\(\tilde{U}\)c1?

Far too enthusaistic. After 14 ②e2 White can claim a slight edge whereas now after 14...曾xa2 15.全c4 曾xb2+ 16.②e2 曾b4

White had insufficient compensation for the two pawns and eventually lost in Goldsmith-Kagan, Melbourne 1993.

III Grünfeld 5.≝c1 1.d4 ⊘f6 2.c4 g6 3.⊘c3 d5 4.Ձg5 ⊘e4 5.≝c1!?



Of the three SOS lines in this article, 5. \(\mathbb{W}\)c1 looks the most artificial yet it turns out to be surprisingly dangerous for Black. It also has a number of strong advocates, most notably the Czech GM Marek Vokac.

5...**.**⊈g7

The most sensible reply.

● However, many players are tempted by 5...②xg5, only to find that after 6.營xg5 Black is struggling for a good move. To save the d-pawn Black must play 6...dxc4 (on 6...②g7 7.營xd5! is strong) but then White inserts the annoying 7.營e5!



and Black must make a concession:
- 7...f6 8. 響b5+ c6 9. 響xc4 and White

stands well, e.g. 9...b5!? (9...e6 10.h4!? worked out well for White in Meszaros-Soukal, CZE 1996 but of course quiet development also leaves Black's position rather disjointed) 10. ₩d3 b4 11. ②e4 ዿf5



and now instead of 12.g4!? which gave Black counterplay after 12... 全xg4 13. 公xf6+ exf6 14. 豐e4+ 含f7 15. 豐xg4 b3! in Meszaros-Tomescu, Ceske Budejovice 1997, White should be quite content with 12.e3 豐d5 13.f3, intending 公e2-g3.

- 12.e3 營d5 13.f3, intending ②e2-g3.

 Instead of 7...f6, 7... 異g8 is not often seen, perhaps because White has the immediate 8. 2d5 which, fortunately for Black, does not win immediately. In practice, White has always chosen something quieter, such as 8.e3 省d6 (8... 2g7 9. 省b5+ c6 10. 省xc4 êe6 11. 對b4!? was Landau-Schwarz. Troisdorf 2003, and now 11... 對b6 looks fine for Black) 9. 響xd6 cxd6 10. 公d5 公a6 11. 2xc4 2e6, Meszaros-Smistik, Brno 2005, which might give White a very small edge after 12. **\$\delta\$** b3) 8... **\$\delta\$** g7 9. **\$\delta\$** xc7 **\$\delta\$** c6 10. 對xd8+ 對xd8 11.e3 b5. This looks rather suspicious for Black but White does not seem well enough developed to exploit the strange positioning of Black's pieces, e.g. 12.a4?! 臭b7! 13.axb5? 约xd4!.
- Note that Black cannot try to avoid \(\hat{2}\)h6 and try to return to a main line with 5...h6 6.\(\hat{2}\)f4 \(\hat{2}\)xc3 7.\(\hat{2}\)xc3 dxc4 because after 8.e4

b5 9.a4 c6 10.₺f3 ₤g7 11.₤e2 ₺d7 12.0-0 ₺f6 13.₺e5 and White has great compensation for the pawn and went on to win in Vokac-Walek, Czech Republic 2005.

- 5...c5 fails tactically to 6.cxd5! 公xg5 (6...公xc3 7.豐xc3!) 7.豐xg5 cxd4 8.豐e5 豐b6!? 9.簋d1! 豐xb2 10.豐xd4 with a large advantage for White.
- 5...公xc3 6.bxc3 (6.豐xc3 makes life too easy for Black after 6...盒g7 7.e3 c5 8.句f3 公c6 9.量d1 盒g4 when no Grünfeld player could complain about Black's central pressure, even if chances are no more than equal) 6...dxc4 wins a pawn but once again Vokac has shown that White's compensation is considerable, e.g. 7.e4 h6 8.盒e3 b5 9.a4 c6 10.句f3 盒g7 11.盒e2 公d7 12.0-0 a6 13.量d1 公f6 14.公e5 公xe4 15.公xc6 營d5 16.axb5 盒b7 17.營a3 盒xc6 18.bxc6 營xc6 19.盒f3 and White won in Vokac-David, Czech tt 2004/05.
- 6... 2g7 walks into one of the main ideas behind 5. wc1: 7. 2h6 0-0



8.h4! and, although Black can stop the mating attack by playing ... ≜f5 and recapturing on g6 with the bishop, White has all the chances.

- 6...c5 7.∅f3 ᅌg7 8.ᅌh6 0-0 9.h4 f6 10.ᅌxg7 �xg7 Eniashin-Dvoretska, Kharkov 2004, and now the simple 11.e3 leaves White comfortably placed.

6.cxd5 **②**xg5

6... ②xc3 7.bxc3 \bigwedge xd5 is another attempt to try to return to main lines but once again White can try 8.2h6 (8.2f3 2g4!? 9.2h6 皇xh6! 10. 豐xh6 公c6 11. 豐f4 皇xf3 12.gxf3 豐a5 13.豐d2 0-0-0 14.e3 e5 15.罩d1 was unclear in Kümin-Salokangas, Tampere 2003) 8...0-0 9.\(\hat{\\}\)xg7 (the aggressive 9.\(\hat{\\}\)f3 c5 10 h412 cxd4 11 h5 worked out well for White after 11...gxh5?! 12.cxd4 ଢ 66 13.≜xg7 ⇔xg7 14.e3 in Vokac-Votava, Czech tt 2002/03, but 11...g5! 12.cxd4 f6 would have been more testing for White) 9...\$xg7 10.\$\Delta f3 c5 11.e3 b6 12.\$\Delta e2 cxd4 豐xa6 16.夕e5 罩c8 17.d5 罩c5 18.夕d3! 罩c4 19.0-0 **②**d7 and now instead of 20.**②**b4?! **豐a5** 21.**豐b2+** 分f6 22.a3?! which led to trouble after 22... 數b5! 23. 單ac1 罩xc1 24. 對xc1 分xd5 in Vokac-Navara. Ostrava 2002. White should have contented himself with 20.\(\mathbb{I}\)fd1, with a very slight advantage. 7.**營xq**5



7....**皇xd**4

A typical Grünfeld-style gambit with 7...0-0 8. 26 does not work out well here because after 9.dxc6 2xc6 10.e3 the pawn break 10...e5 allows White to exchange

queens, i.e. 11.豐xd8 冨xd8 12.dxe5 公xe5 13.公d4 公c6 14.公xc6 bxc6 15.罝c1 鱼e6 16.b3, Kümin-Deschenaux, Biel 2003, when Black's drawing chances are slim because an attempt to liquidate the queenside pawns with 16...皇xc3+17﹒互xc3 a5 fails to 18.②c4! (and not 18﹒互xc6? a4 leading to a drawn 4v3 endgame).

8.4 f3 & q7 9.e4 0-0 10. & c4 a6

10...c6 may be Black's best try, because the endgame after 11.0-0 cxd5 12.公xd5 (12.exd5!?) 12...公c6 13.罩fd1 e6! 14.豐xd8 Ixd8 15.公e7+ 曾f8 16.公xc6 Ixd1+ 17.Ixd1 bxc6 Adler-Papa, Switzerland 2003, should be tenable for Black.

So far we have been following Vokac-Sasikiran, Pardubice 2002, where White tried 15. #d5 but could do no more than draw after 15... £a7. However, if White had played the simple

15.¤ac1

then Black's task remains very difficult, e.g. 15... 2a5?! 16. 2d5 e6 17. 2e7+ \$\ddot h8

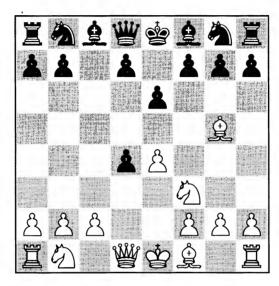


18. ♠xe6!! fxe6 19. ♠e5! with a winning attack for White.

CHAPTER 3

Jeroen Bosch

Sicilian: the Aussie Attack



1.e4 c5 2.4 f3 e6 3.d4 cxd4 4.4 g5

In chess we are not obliged to capture, as for example in the game of checkers, and in the diagrammed position White takes advantage of this by means of 4.2g5!?. Clearly, this SOS earns full points for shock effect, but the fact that it is legal (and surprising) says nothing about its objective merits. After all, scores and scores of games are played with the mundane 4. 2xd4. Can millions of chess players be wrong? would be a natural question. Well, they are not of course. The proper open Sicilian response is correct but it also stands for loads and loads of theory. The good thing about our present subject is that it gives the game a surprising twist from the start, while it isn't all that bad. In all objec-

tivity, it shouldn't promise you an opening advantage against best play. However, how many of your opponents will be prepared for 4.25?

The whole concept has been invented by a bunch of Australian players which is why the Aussie Attack is a proper epithet. I have taken the name from an article by Gary Lane in the magazine Chess Horizons. Lane mentions the Australians Nick Speck and Mark Chapman as the originators. While Alan Goldsmith and Chris Depasquale also seem involved somehow. Indeed, regular SOS-contributor Ian Rogers confirms that there exists something like an 'Adelaide Opening Mafia'. To top it off, Aleksandar

Wohl played it in the 2002 Bled Olympiad against GM Kveinis, and (with more success) in the game presented below. We will investigate all the byways in Wohl-Wanderer, while the GM duel Ivanisevic-Fedorchuk features the main response 4... ②f6 when we arrive at a position most commonly reached via the Torre Attack or the Trompowsky (but more about that later)!

☐ Aleksandar Wohl
☐ Thomas Wanderer
Graz 2005

Let's investigate the other 4th move alternatives apart from 4... ∅ f6:

- 4...f6. This parries the attack on the queen at the cost of taking away the f6 square from the knight. As 5...e5 to hang on to the d-pawn will be too dangerous anyway, this is not such a good idea.
- Lane now mentions 5. \(\delta \)c1!? as a suggestion of Nick Speck's. He continues with 5...e5 6.c3!



6...d5 (best, considering the circumstances. The problem for Black is that 6...dxc3 7.♠xc3 leads to a superior Smith-Morra Gambit. With the pawn on f6 the diagonal

a2-g8 is – fatally – weakened) 7.exd5 豐xd5 8.cxd4 公c6 (8...e4!?) 9.公c3 总b4 10.总d2 总xc3 11.এxc3 and this is similar to a 2.c3 Sicilian with the f-pawn on f6 rather than on f7. Lane is clearly right in preferring White.

- 5.皇h4 d5 (5...e5?! is of course again met by the Smith-Morra response 6.c3 dxc3 7.②xc3 – Lane) 6.exd5 豐xd5 7.豐xd4 (this is the safe move – White can also play for compensation with 7.②bd2) 7...豐xd4 8.②xd4 a6 9.皇c4 e5 10.②e6 皇xe6 11.皇xe6 ②c6 12.c3 and White had an endgame plus in Herrmann-Berger, Greifswald 2003.

● 4...\bulletb6.



This should not be met by 5.②xd4 皇c5 6.c3 ②c6 7.②d2 d5 (7...②xd4 8.cxd4 皇xd4 9.②c4 皇xf2+ 10.堂e2 豐b5 11.堂xf2 豐xg5 and White does not have enough for two pawns) 8.exd5 exd5 9.皇b5?! (9.②2b3) 9...皇xd4 10.豐e2+ 皇e6 11.cxd4 h6 12.皇f4 ②e7 13.鼍d1 0-0 and Black was fine in Goldsmith-Zaric, Adelaide Interclub A 2005. White has two very decent alternatives in my

White has two very decent alternatives in my opinion:

- 5. ₩xd4 ₩xd4 6. ②xd4 a6 7. ②d2 is a safe plus according to Lane.
- I think 5. ②bd2 deserves serious consideration (especially if you were frivolous enough to play 4. ②g5 anyway). White has a big lead in development after 5... 響xb2 6. ②d3.

- Both 4... a5+ and 4... b4+ are best met by the Smith-Morra with 5.c3.
- 4... ₩c7 can be met by 5.c3 (5.\(\Delta\)xd4 with an Open Sicilian is playable not fearing 5... ₩e5 as 6.\(\Delta\)e3 is possible. Bad now is 6... ₩xe4 7.\(\Delta\)c3 with an edge in development that more than compensates the pawn. For example 7...\(\Delta\)b4?! 8.\(\Delta\)b5) 5...dxc3 (Miezis preferred 5...\(\Delta\)f6 and after 6.\(\Delta\)d3 \(\Delta\)c6 7.\(\text{cxd4}\) h6 8.\(\Delta\)xf6 gxf6 9.0-0 a6 10.\(\Delta\)c3 White was better in this double-edged position, T.Hansen-Miezis, Sandefjord 2003) 6.\(\Delta\)xc3 \(\Delta\)c6 is a regular Smith-Morra Gambit where White has placed his bishop on g5. Food for thought.
- Finally, in reply to 4...②e7 White has both 5.②xd4 and 5.豐xd4 ②bc6 6.豐d2.

5. axe7 @xe7 6. 響xd4 0-0



7.∕Ωc3

7... Øbc6 8. ₩d2 a6

This is a very Sicilian move, but Black should perhaps have preferred to get 8...d5 in. White has nothing special after 9.exd5 △xd5 10.√xd5 exd5. While in case of 9.0-0-0 Black has 9...₩b6 to prevent White

from taking the pawn. 10.exd5 公xd5 11.公xd5 exd5 12.豐xd5 点e6 13.豐b5 豐xf2 or the immediate 12...豐xf2.

9.0-0-0 b5 10.含b1 營c7

Worthy alternatives are 10...b4 and 10...費a5.

11.h4 單d8 12.息d3 息b7



13.**₩**q5

Wohl is attacking with pieces rather than with pawns. Positions with opposite castling are always tense of course. At this stage it is hard to believe that Black is worse.

Again this is a natural Sicilian move, but perhaps it is a little slow. The immediate 14...b4 came in consideration. Wohl directs another heavy piece to the kingside in a blunt but efficient manner.

This mistake hands White a serious edge. Stronger was 15...公g6 16.罩g3 (16.h5 公ge5 is better for Black) 16...公ce5 (also good is 16...營f4!?) 17.公xe5 營xe5.

A creative response.

18. **省**f3

Black defends after 18.exf5 exf5 19.fxe5 (19.營g3 營f6 and White's pieces do not coordinate) 19...fxg4 20.罩g3 h5.

18... **省c5 19.g4 省b4?**

Going for a one-move threat. Correct was

19...b4, when all results are still possible.

20.a3

Also possible is 20.gxf5 due to 20... 互xc3 21.f6! gxf6 (21... 公f5 22. 豐g4) 22. 豐h5 and White just wins.

20... gc5?!

Preferable was 20...fxe4.

21.gxf5 **②**xf5

White has a great position after 21...exf5 22. \(\bar{L} \)g3.

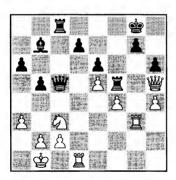
22. **省h**5

Or 22. 曾g4.

22... 2e7 23.e5 \(\bar{2}\) f8?!

23... 響f2 preventing 24. 黨g3 does not save Black, as White has 24. ②e2 when 25. 黨g3 is again on the cards.

24.重g3 公f5 25.皇xf5 罩xf5



White plays and wins:

☐ Ivan Ivanisevic

■ Sergey Fedorchuk

Bar 2005

1.e4 c5 2.∅f3 e6 3.d4 cxd4 4.Ձg5 **⊘**f6

The actual move order of this game was 1.d4 \triangle f6 2. \triangle g5 e6 3. \triangle f3 c5 4.e4 cxd4. Yet another common move order is 1.d4 \triangle f6 2. \triangle f3 e6 3. \triangle g5 c5 4.e4 (4.e3) 4...cxd4, the so

called Wagner Gambit. While most interestingly it is via the Trompowsky that two SOS lines meet. Our SOS response (with black) after 1.d4 2 f6 2. 2g5 is 2...e6 3.e4 c5 but now 4. Øf3 cxd4 (rather than the much more common 4.e5 h6 5.\(\hat{L}\)c1 see Bellon Lopez-Bosch in the SOS Files of this issue) transposes to the present SOS (with white). This is a common problem for repertoire books, but not one I had encountered before in the SOS series. I am not going to cheat you into believing that one line can be both good for Black (at least equal) and good for White (a plus). In my opinion Black is objectively OK in the diagrammed position, But I do believe that it is possible to obtain interesting and playable positions after 4... 2 f6 that will set your opponents plenty of practical problems to solve over the board.



5.e5

In several games White has preferred 5.\(\tilde{D}\)bd2 over this natural move. The idea is to play the somewhat unclear position after 5...\(\tilde{D}\)c6 6.e5 h6 7.\(\tilde{D}\)h4 g5 8.\(\tilde{D}\)g3 \(\tilde{D}\)h5 9.\(\tilde{D}\)b5. See the comments below (7.\(\tilde{D}\)g3 instead of 7.exf6 in the text). However, in my opinion Black has an excellent Open Sicilian following 5...d6!, when White has developed his knight to the passive d2-square.

5...h6

Another Ozzie, IM David Smerdon, has

opined that Black is better after 5... 響a5+6. ②d2 響b6! (Ian Rogers – personal communication). This is certainly true, but White should settle for 6. 響d2, when 6... 響xd2+7. ②bxd2 ②d5 8. ②xd4 is a somewhat better ending for White. This is similar to 5... h6 6. ②h4 響a5+7. 響d2 below.

6. **鱼h**4

It is most natural to keep the pin, although you must have made up your mind how to respond to 6...g5. There are two other bishop moves:

• All the way back with 6.\(\delta\)c1!?.



now in line with our Trompowsky SOS Black has two replies:

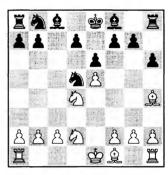
- I quite like 6... ♠h7!? 7. ∰xd4 ♠c6 8. ∰e4 ♠g5!? (8...d5 9.exd6 ♠xd6 10.♠d3 ♠f6 11. ∰e2 0-0 12.0-0 ♠b4 was also easy for Black in Teske-Bologan, Frankfurt rapid 2000) 9.♠xg5 hxg5 10.♠bd2. White has a slight lead in development, and the g5-pawn looks a little odd, but Black has a potential monster in the form of the dark-squared bishop. The position is perhaps still unclear, but Black won in Okhotnik-Tregubov,

Köbanya 1992, and in Marzano-Mantovani, Bratto 2003.

• 6.盒d2 looks odd, but it was Wohl's choice against Kveinis at the Bled Olympiad. The game went 6... ②e4 (6... 当b6!?) 7. 当e2!? (7.盒d3 ②xd2 8.②bxd2 ②c6) 7... ②xd2 8.②bxd2 ②c6 9.0-0-0 d6 and Black had nothing to worry about in Wohl-Kveinis, Bled 2002.

6...g5

This is the sharpest option. Quite popular in practice is 6... ₩a5+. However, the ending after 7. ₩d2 ₩xd2+ 8. ②bxd2 ②d5 9. ②xd4



is more pleasant for White: 9...\(\Delta\)c6 (9...a6 10.\(\hat{2}\)g3 \(\hat{2}\)c5 11.\(\Delta\)4b3 \(\hat{2}\)e7 12.\(\hat{2}\)e2 \(\Delta\)c6 13.c4 ②c7 14. ②e4 0-0 15.0-0 with a positional plus for the machine Chessica-Ligterink, The Hague 1997; 9...d6 Black's best way of playing – White is only slightly better, Hernando-Hernandez, Sitges 2006; 9... ge7 10. gxe7 gxe7 11.a3 f6? 12.c4 fxe5 13. 24f3 2f4 14.g3 2g6 15. 2d3! ②f8 16. ②xe5 was excellent for White in Stefanova-Rodriguez Lopez, Las Palmas 1996) 10. 2xc6 bxc6 (10...dxc6 11.0-0-0 g5 12.ûg3 ûg7 13.c4 ②f4 14.ûxf4 gxf4 15.₺f3 �d7±, Marzano-Scagliarini, İtaly 1998) 11.0-0-0 g5 (11... 基b8 12.c4 公f4 13. 2g3 g5 14.h4 2g7 15. 2f3 2h5 16. 2h2 20.exf6 \$\partial xf6 21.\partial d6\pm, DepasqualeJovanovic, Adelaide 2004) 12. 2g3 h5 13.h4 g4 14.c4 ©e7 15. 0e4 0f5 16. 2f4 2e7 17. 2g5 2a6 18. 2f6 2h6 19. 2xe7 4xe7 20.g3 2d8 21.c5 with a huge plus in Wagner-Becker, Hamburg 1924(!).

7.exf6

7.童g3 ②h5 (7...②e4) 8.②bd2 (of mainly historical interest is 8.豐xd4 ②c6 9.豐e4 章g7 10.童b5 豐c7 11.童xc6 豐xc6 12.豐e2 豐c5 13.0-0 ②xg3 14.hxg3 g4 15.②fd2 豐xe5 16.豐xg4 豐xb2 and Black was winning in Marshall-Nimzowitsch, Berlin 1928) 8...②c6 9.童b5. The move order via 5.②bd2 has been mentioned above.



Now 9... ②xg3 10.hxg3 g4 11. ②xc6! dxc6 12. ②h2! has occurred in practice (first in Mohrlok-Zuidema, Vrnjacka Banja 1967). White wins back the pawn and is somewhat better despite his opponent's bishop pair. The weaknesses in Black's camp are more important here.

The problem, however, is 9...g4! and White has no good way to continue the game: 10.盒h4?! (10.盒xc6 dxc6 11.心h4 心xg3 12.hxg3 營d5 and here we see why Black should play 9...g4 rather than 9...心xg3. The knight does nothing on h4, whereas on h2 it is excellently placed attacking g4) 10...營b6 (or 10...營c7, Bousios-Lyrintzakis, Athens 1987) 11.盒xc6 營xc6 12.⑵xd4 營xg2 13.黨f1 營xh2 14.營xg4 營xe5+ 15.ⓒd1 ⑵f6 16.營f3 盒e7 and Black eventually won in

Malich-Adamski, Leipzig 1977.

7...gxh4 8.營xd4 h3!?

More natural is the pawn sac 8...公c6 9.豐xh4, with the point that 9...豐b6 forces White in turn to sacrifice b2, as 10.b3 is insipid. 10.公bd2豐xb211.嶌b1豐xc212.魚b5



This position was tested twice in China:

- 12...a6 13.兔xc6 營xc6 14.0-0 b5 15.�e5 營d5 16.營h5 富h7 and Black had everything defended for the moment in Liu Pei-Qi Jingxuan, Suzhou 2006. White should now perhaps have played 17.昼fd1 (rather than 17.�df3) and if you love to attack then here's your chance. White may well be better!
- 12... 直g8 13.h3!? (to avoid 13.0-0 營g6 followed by ... 營g4) 13... a6 (13... 直xg2) 14. 鱼xc6 營xc6 15.0-0 b6 (15... b5) 16. 區fc1 鱼c5 17. 營xh6 鱼b7 18. 營h7 0-0-0 19. 營xf7 and now White was a pawn up, but the little guys hardly count in this position. White transferred the game into a winning ending after 19... 直df8 20. 營h7 直h8 21. 營d3 e5? 22. ②c4! e4 23. ②xb6+! 含d8 24. 營xd7+!, Zhang Ziyang-Wu Shaobin, Wuxi 2005.

9.g3 公c6 10.營h4 營b6

Similar play as after 8... ©c6 9. ₩xh4.

11.മbd2! മb4

Or 11... 響xb2 12. 量b1 響xc2 13. 逾b5. The interpolation of 8...h3 9.g3 probably favours White. A future ... 量g8 will not attack g2. 12. **②d3**



12...9xd3+?!

Possibly 12... ②xc2+ 13. ③xc2 營xb2 14.0-0 營xc2. But White has the same big lead in development as in all these lines. You should see for yourself whether you enjoy playing such positions.

13.cxd3 \bgrapheta b5 14.0-0 b6

Black has not been materialistic and counts on his pair of bishops. White now, somewhat unexpectedly, transfers the game into a favourable ending.

15.營e4 營c6

15...d5 16. 豐f4 is better for White too. For 16... 豐xd3?? loses to 17. 豐c7.

16. ₩xc6!? dxc6 17. ②e4 Ձb7 18. ②e5 ☑d8 19.f4 c5 20. ☑ae1



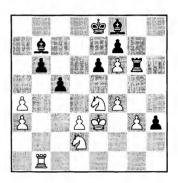
White is better due to his central knights (and rooks). Black has difficulties untangling his kingside.

20...罩**d4 21.b3 a5?! 22.**曾**f2** 22.f5!?.

22...h5 23.⊈e3 ℤh6 24.公c4 a4 25.公cd2!?

White is slightly better after 25. 公xb6 总xe4 26.dxe4 axb3 27.axb3 單b4 28.公c4 星xb3+29.会e2 罩xf6 30.罩a1.

25... \(\bar{L} \) g6 26.bxa4! h4 27. \(\bar{L} \) b1 hxg3 28.hxg3 \(\bar{L} \) b4 29.a3! \(\bar{L} \) xb1 30. \(\bar{L} \) xb1



30...e5?

30... 国h6 31. 公f3.

31.f5!

Avoiding 31.fxe5 \$\&\delta h6+!\$ 32.\delta e2 \$\&\delta xd2\$ 33.\delta d6+ \delta d7 34.\delta xb7 \$\&\delta c3\$ and Black has enough counterplay.

31...<u>≖</u>g8

31... 單h6 and the rook is behind the passed pawn, but Black again loses out on the ... 鱼h6 idea. 32. 單h1 followed by 33. 公c4 or 33. 公f3 is better for White.

32.⊈f3

32. ★f2! avoids the pin along the diagonal.

32...âd5 33.a5 âh6?

This is a blunder. 33...bxa5 34.ــــ. (not 34. □b8+ 含d7 35. ②c4 □h8) 34...□h8 35. ②c4 and White is superior.

34.9 c4

34.axb6 \(\hat{\pmax}\)xd2 35.b7 was possible too.

34...h2 35.\(\bar{2}\)h1 b5 36.\(\O\)d6+

And Black resigned. After 37. \(\mathbb{I} \) xh2 his position holds no prospects.

CHAPTER 4

Erwin l'Ami

No Panov – Play an Early Queen Move



1.c4 c6 2.e4 e5 3.公f3 營a5

Suppose you are an 1.e4-player who, against the Caro-Kann Defence, loves to employ the Panov Attack (1.e4 c6 2.d4 d5 3.exd5 cxd5 4.c4). You have studied the Panov carefully by playing through the games of the experts, and by analysing the typical isolated-pawn type of positions.

Then you are going to a tournament and you're facing a guy who – as you can see in your database – plays only Sicilians as Black. Pity, no Panov today you think, but not so fast! What is he playing after 1.d4? He is going 1...d5. After 1.c4? He goes 1...c6 to reply 2.d4 with 2...d5 transposing into his 1.d4-repertoire. You're still there?

We just caught our opponent! By playing

1.c4 c6 2.e4! he faces a difficult choice. 2...d5 is the obvious move, but after 3.exd5 cxd5 4.d4 we transpose to the Panov Attack, and wasn't our opponent only playing Sicilians? This move-order trick is often used in tournament practice. Now we are going to place ourselves in the shoes of our opponent. He is sitting behind the board and after 1.c4 c6 2.e4 he realizes he is being lured into a Caro-Kann.

Not knowing anything about the Panov, our opponent searches for an alternative. Unfortunately, this game happened to be played just a week after this book was published and our opponent was therefore ready to surprise us with 2...e5!?.

This is the line I would like to examine in this survey. First of all I should note that the position after 2...e5 can be reached through various move-orders. The most common is 1.e4 c6 2.c4 but the above-mentioned 1.c4 c6 2.e4 is of course just as viable. White's best way to fight for an advantage is to immediately question the black centre with 3.\(\Delta f3\). Before we will go deeper into this and into the SOS-reply 3...\(\mathbf{y}\) a5, let's check two other replies first.

I 3.d4 II 3.包c3 III 3.包f3

Variation I

3.d4

This is less harmless than it looks. Logical would seem

3... **身b4+ 4. 身d2 身xd2+ 5. 豐xd2 d6**

when Black got rid of his bad bishop and has a decent structure. This assessment is a bit too easy though. White also has his trumps with more space and a big centre. Indeed, although English grandmaster Tony Miles – a great expert of 2...e5 – used to play this line with great success I would not recommend it. One of his games went 6.₺c3 營f6 7.₺ge2 ₺e7 8.0-0-0 0-0 9.f4 ₺g4 10.f5 ₺d7 11.h3 ₺xe2 12.₺xe2, Sax-Miles, Lugano 1989, when White was ready to push his g-pawn forward with a nice advantage. I'll show you this game now, before continuing our discussion of 3.d4

☐ Gyula Sax ☐ Tony Miles Lugano 1989

1.e4 c6 2.c4 e5 3.d4 \(\hat{2}\)b4+ 4.\(\hat{2}\)d2 \(\hat{2}\)xd2+ 5.\(\psi\)xd2 d6 6.\(\hat{6}\)c3 \(\psi\)f6!?



An interesting decision, Black threatens to take on d4 while after 7.0-0-0 the queen exchange 7... \$\text{\mathbb{\mat

7. 2 ge2 2 e7 8.0-0-0 0-0 9.f4!

Firmly seizing the initiative!

9... 2g4 10.f5

Preparing to push the g- and h-pawns. Black is obliged to find quick counterplay.

Black is clearly in trouble.

13...②a6 14.g4 豐e7 15.g5 f6 16.單hg1 ②b6 17.gxf6 罩xf6 18.罩g3 當h8 19.罩d3
The rook is heading in the wrong direction!

Better is to continue the attack on the kingside: 19.h4 \(\text{\text{\text{Iff8}}}\) (preparing to exchange rooks) 20.\(\text{\text{\text{\text{\text{\text{\text{e}}}}}} \) 21.\(\text{\texi}\text{\text{\texit{\text{\text{\texi}\text{\te

19... **Te8** 20. **Te8 Te9** 21. **Te9 Te9 *



Realizing that Black has equalized White decides to repeat moves...

22... \(\mathbb{Z}\)ef8

...but Miles has other ideas!

The rook on e7 finds itself almost trapped! **28.c5?**

The decisive mistake. White should still be able to hold after 28.f6! gxf6 (28...\(\Delta\)xf6 29.\(\Beta\)xb7 \(\Beta\)d7 30.\(\Beta\)xd7 \(\Delta\)xd7 31.a3 is better for White, due to the queenside majority) 29.a3 \(\Delta\)ac5 30.\(\Delta\)c2 \(\Delta\)f8 31.\(\Delta\) g4 with active play for the pawn.

Miles was known for his excellent technique. This game is another case in point. Black won after:

34. Ig5 Ie7 35. Ig3 2\d3+ 36. Igb1 2\fd 37. h4 h6 38. Igf5 \(\text{iff} \) 39. Ig2 \(\text{iff} \) 2c5 40. Igxe2 \(\text{igf} \) 41. Igd3 \(\text{idf} \) 42. Igf1 \(\text{iff} \) 2c5 43. Igc2 a5 44. a3 \(\text{iff} \) 45. Igg1+ \(\text{iff} \) 46. b4 axb4 47. axb4 \(\text{ia6} \) 48. b5 \(\text{ic6} \) c5 49. h5 cxb5 50. Ig6 Igc7 51. Igb6 Igc6 52. Igxb5 \(\text{igf} \) 53. Igb3 \(\text{iff} \) 54. Igd5 Igc7 55. Igb2 \(\text{igf} \) 56. Igf2 \(\text{id3} \) 57. Igf5+ \(\text{iff} \) 468. Iga2 b5 59. Igb3 Igc1 60. Igf6 \(\text{iff} \) 48. Iga5 61. Igf7+ \(\text{igf} \) 562. Igg6+ \(\text{iff} \) 63. Igxh6 b4 64. Igd5 Igc3+ 65. Iga2 \(\text{igg} \) 66. Igd6 \(\text{igd} \) 67. Igb3 Igc7 68. Igb1 \(\text{igc} \) 69. Igc2 \(\text{icf} \) 70. Igd5 b3 71. Igc1 \(\text{igd} \) 472. Igd1 \(\text{igd} \) 4xe4+ 73. Igb2 \(\text{igd} \) 674. Igd3 \(\text{igd} \) 2xc1+ 0-1

Another option after 1.c4 c6 2.e4 e5 3.d4, is 3...d6 which was employed by one of the leading players in the previous century, Salo Flohr. It transposes to the line 3.\(\triangle f3\) d6 which is given below.

A much less explored move is **3...16!** which I believe is equalizing immediately. Let's first look at **4.203** by means of the game Wall-Lakdawala:

☐ Bill Wall

■ Cyrus Lakdawala

Kissimmee 1997

1.c4 ②f6 2.②c3 c6 3.e4 e5 4.d4 Ձb4 5.dxe5 ②xe4 6. ₩d4 ₩a5!

7.9 e2 9 c5



Now White faces serious problems. 8...公b3 is threatened, butthe knight may chose to go to e6 as well.

8.g3?! ∕∆ba6?!

There was nothing wrong with 8...公b3 9.axb3 豐xa1 10.皇g2 d6! 11.exd6 0-0 12.0-0 豐a5 and by proceeding with ...皇e6 and ...公d7 Black has a big advantage.

9.⊈g2 ∕Ωe6

Now 9... △b3 is less clear 10.axb3 ≝xa1 11.0-0 0-0 12. △e4 with an initiative for the exchange. The game promises Black an easy game.

10.營e3 全c5 11.營e4 d6!

It's important to getrid of the e5-pawn that's hampering Black's development.



15. 全xg5 營xg5 16. 罩ad1 全c7

The bishop pair in combination with the better structure (c4 vs c6) secures a serious edge for Black.

Black's advantage is growing fast.

23... \(\triangle xe4 \) 24.fxe4 \(g5 \) 25.\(\triangle f6 \) 26.\(\triangle e3 \) \(\triangle d6 \) 27.\(\triangle f2 \) \(\triangle d7 \) 28.\(\triangle c3 \) \(\triangle d3 \) \(\triangle e5 \) 31.\(\triangle xd7 \) \(\triangle xd7 \) 32.\(\triangle c2 \) \(\triangle d3 \) 33.\(\triangle e2 \) \(\triangle f7 \) 34.\(\triangle e1 \) \(\triangle c7 \) 35.\(\triangle f2 \) \(\triangle e7 \) 36.\(\triangle c3 \) \(\triangle e3 \) 37.\(\triangle e2 \) \(\triangle d1 \) 38.\(\triangle c3 \)?

Allowing a sudden mate! White is of course much worse but with 38. \$\overline{a}f3\$ he could have prolonged the fight.

38...**........** 0-1

Instead of 4. ②c3 White may also try **4.dxe5** Black is fine though after: **4...** ♠ **b4+!**

I like this new move very much. Black is also OK after 4...①xe4 but he should avoid going in for 5.②d3 營a5+?! 6.②d2 ②xd2 7.②xd2 營xe5+ 8.②e2, when White is a pawn down but has almost finished his development and is ready to start an attack. Better is 5...d5 with equality. 5.②d2 ②xe4! 6.②xb4 營b6



With the double threat of mating on f2 and taking back the piece on b4. 7.營c2 營xb4+ 8.公c3 公xc3 9.營xc3 營xc3+ 10.bxc3 公a6! With ...公c5 coming, and White's structure damaged, Black should be fine in this ending.

Variation II

3.42c3?!



This doesn't make much sense as the knight is not attacking Black's centre. Black is therefore given more options than in our main line (3.₺f3). Black could simply transpose to that main line with 3..₺f6 4.₺f3 but he could also choose to develop his bishop to c5 or b4.

Variation III

So it seems $3.\triangle f3$ is the only way of fighting for an advantage.

3. **②f3**Black has various set-ups at his disposal.
3... **₩a5**



This is the SOS-reply, but in order to understand the merits of this early queen move I would like to give you my views on 3...d6 and 3...�f6 first.

- After the passive 3...d6 White continues $4.d4 \, 2d7 \, (if \, 4... \, g \, 4 \, the \, ending \, 5.dxe5 \, g \, xf \, 3$ 6.gxf3 − 6.\sum xf3 dxe5 is pleasant for Black, due to square d4 - 6...dxe5 7. $\forall xd8 + \dot{x}d8$ 8.f4 f6! is not so much for White, as was seen in Seirawan-Nikolic, Tilburg 1990. But Rumanian grandmaster Mihai Suba showed the right plan for White. He played 5.d5! when the bishop on g4 is rather misplaced. After 5... êe7 6. 公c3 êxf3 7. 豐xf3 êg5 8. 豐g3 拿xc1 9.罩xc1 響f6 - 9...曾f8 would also run into 10.c5! - 10.c5! dxc5 11.dxc6 bxc6 12. ②a4 followed by ②xc5, White had a big advantage in Suba-Ceteras, Sovata 1999) 5.42c3 42gf6 6.4e2 4e7 which is in fact the main line of the so called Old-Indian Defence. This defence is currently completely out of use. White has a lot of space, a big centre and therefore much reason for happiness. I would not like to recommend 3...d6.
- 3... ②f6 is more natural, as Black is challenging White's centre. White nevertheless managed to prove an advantage by playing 4. ②c3 ②b4 5. ②xe5 0-0 (an old game Van den Hoek-Euwe, The Hague 1942, saw

Black comfortably equalizing with 5... 響e7 6.夕f3 夕xe4 7. e2 0-0 8.0-0 d6 9. 響c2 夕f6 10.d4 单g4. 53 Years later the right way of meeting 5... ₩e7 was found: 6. Ød3! Øxe4 10. ♠f4! d6 11.0-0-0 ♠e6? 12. △b4! and White went on to consume the d6-pawn in Votava-Meduna, Lazne Bohdanec 1995) 6 Ø d3! @ xc3 7 dxc3 Ø xe4 8 @e2 An instructive game of Evgeny Bareev proceeded: 8...d6 (8...d5 9.cxd5 資xd5 10.0-0 is better for White because of the bishop pair) 9.0-0 ②d7 10.星e1 響f6 11.f3 ②ec5 12.②f2! (not exchanging on c5 which would 'awake' the sleepy knight on d7) 12...a5 13. 2e3 Ze8 14. **曾d2** a4 15. **Zad1** with a huge advantage. Bareev-Volkov, Elista Olympiad 1998.

Our text move -3... as the move I would like to recommend to you. It looks quite odd at first sight but a closer look reveals its point. First of all, Black is defending his e-pawn and second, the advance d2-d4 is stopped. Last but not least, after 2c Black will always plays ... 2c b4, again indirectly pressuring White's centre. White has to continue his development with

4.皇e2 ହിf6 5.ହc3

Or 4.2c3 2f6 5.2e2.

5...**û**b4 6.0-0 0-0

which leads to the key position. By the way, we can quickly vote off 6...≜xc3?! 7.dxc3 ②xe4, as it runs into 8.≜d3 ②f6 9. ②xe5!.



The game Kortchnoi-Gurevich, Barcelona 1992, now continued with **7.d3**, and we will see how Black reaches an acceptable position after this.

☐ Viktor Kortchnoi

■ Mikhail Gurevich

Barcelona 1992

1.c4 c6 2.e4 e5 3.**△**f3 **≝**a5 4.**△**c3 **△**f6 5.**ଛ**e2 **ଛ**b4 6.0-0 0-0 7.d3

We will examine 7. ₩c2! in the next game. 7...d5! 8.exd5

Or 8.cxd5 盒xc3 9.bxc3 cxd5 10.②xe5 dxe4 11.②c4 豐c7 12.童g5 ②d5 13.簋c1 exd3 14.豐xd3 ②f4 15.盒xf4 豐xf4 (Nijboer-Miles, Groningen 1992) and now 16.②d6 gives White some initiative. However, Black can improve with 14...童e6 15.童f3 ②f4! (only now!) 16.盒xf4 豐xf4 17.②d6 ②c6 18.②xb7?! ②e5 19.豐e4 ②xf3+ 20.豐xf3 豐xf3 21.gxf3 盒xa2!.

8...cxd5 9.6 xe5 &xc3

Not 9...d4 10.公d5 公xd5 11.cxd5 豐xd5 12.魚f4 followed by 魚f3 with pressure.



Although White has the two bishops Black doesn't experience any problems at all. The bishops are rather restrained and Black has no weaknesses.

18.營c5 公d7!

The knight is on it's way to e6!

19.營b4 a5 20.營h4 公f8 21.區ac1 公e6 22.皇f1 d4 23.皇d2 營d6 24.營h5 皇g6 25.營f3 h6

White already has to be careful. Black starts attacking the weaknesses on a2 and d3.

26.h4 ∰a3 27.⊑c2 ⊑ac8 28.⊑ec1 ⊑b8 29.h5 ≜h7 30.g3 a4 31.ஓh2



31... **曾e7**

A more active alternative is 31...這b2 32.還xb2 豐xb2 33.豐c6 還b8 34.還c2 豐b1 followed by a future ...a3 and ...還b2.

32.Ձh3 ∕∆g5?!

Now White gets the opportunity to take over. 33. 全xg5 營xg5 34. 里c4 Most probably the players were in time-trouble here. White could have won a pawn with 34. 全d7! 里ed8 35. 全xa4. 34...a3 35. 里1c2 營e5 36. 里c7 罩e7 37. 里c8+ 星e8 38. 里2c5 營f6 39. 營xf6 gxf6 40. 里xe8+ 墨xe8 Now the draw becomes obvious. 41. 里a5 罩e2 42. 里xa3 罩xf2+ 43. 查g1 罩d2 44. 全f1 全f5 45. 里a4 罩d1 46. 里xd4 全h3 47. 里f4 And because of 47... 全xf1 48. 里xf1 罩xd3 49. 查g2 星a3 50. 里f2 f5 the players agreed to a draw.

After 6...0-0 White's best is **7. ♥c2!**



Before I will tell you how Black should respond it is important to investigate the game Ivanchuk-Miles first:

☐ Vasily Ivanchuk■ Anthony Miles

Biel 1989

1.e4 c6 2.c4 e5 3.分f3 營a5 4.Ձe2 分f6 5.分c3 Ձb4 6.0-0 0-0 7.營c2!

This is the most critical reply, stopping d7-d5.

7...¤e8

In practice this is the most popular response. The point of 7.營c2! becomes clear in the line 7...d5 8.cxd5 cxd5 9.公xd5 公xd5 10.exd5 營xd5 11.全c4 營d6 12.公g5! g6 13.公xf7! 黨xf7 14.全xf7+ 哈xf7 15.營xc8 winning. So Black is unable to free itself immediately with ...d5.

Your author also didn't find the right way of playing: 7...d6 8.a3 总xc3 9.dxc3 总g4 10.公h4! 总xe2 11.豐xe2 and with the knight heading for f5 White had a great position in Postny-l'Ami, Hoogeveen 2006.

However the best move is 7... ②a6. I will come back to this at the end of the chapter. **8.a3**

Now Black faces another choice, retreating

the bishop to f8 or taking on c3 followed by d7-d5.

Please note that 8...d5 is not possible on account of 9.axb4! 營xal 10.d4! when the queen on al is almost trapped and White is very active as well.

I don't like 8....皇xc3 9.dxc3 d5 10.cxd5 cxd5 11.exd5 e4! 12. ②d4 豐xd5 which is all rather forced and was played a number of times. White usually goes 13. 盒f4 and it's surprisingly hard to find a move for Black. 13.... 盒g4 is met by 14. 盒xg4! ②xg4 15. 豐e2! ②e5 16. 豐b5 豐xb5 17. ②xb5 with problems for Black, while 13... ②c6 14. ②b5 is no picnic either.

8...**£**f8

The move 8... £18 was played various times by Tony Miles but in the present game he faced serious difficulties.

9.d4 d6

Black's position is passive but quite solid. It is interesting to see how Ivanchuk shows the drawbacks of Black's strategy.

A new way of attempting to equalize was seen in the game Murariu-Kallio, Budapest 2005: (after 9.d4) 9...exd4 10.\(\Delta\)xd4 d6 11.\(\Delta\)f4 \(\Delta\)bd7 which resembles a King's Indian Defence with ...exd4. White is slightly better, a possible way of playing is \(\Delta\)add1, h3, \(\Delta\) h2 with pressure. It seems that if we follow the well-trodden path Black faces some difficulties.

10.h3 ②bd7 11.②e3 a6 12.dxe5! ②xe5 12...dxe5 13.b4 **營**c7 14.c5 followed by **②**d2-c4, gives White a clear edge.

13.公d4 曾c7 14.〖ac1 b6 15.f4 公g6 16.g4!

If this is possible, then something went wrong.

16...ዿb7 17.∆f5 c5 18.ዿf3 h6 19.h4?!

The prophylactic 19.\(\mathbb{L}\)ce1 (defending the bishop on e3) deserves attention, before starting actions on the kingside.

19...@e7 20.@g3



20...g6?!

Instead 20...d5! 21.e5 (21.exd5 ©exd5 hands the initiative to Black) 21...©xg4! 22.\(\hat{2}xg4\) d4 23.\(\hat{2}ce4\) dxe3 24.\(\hat{2}d6\) \(\hat{\textsf{E}}ed8\) and ...\(\hat{2}c6\) next looks at least no worse for Black.

21.g5 公d7 22. ₩d2 里ad8 23. 里cd1 b5 24.cxb5 公b6 25. Ձe2

And Ivanchuk offered a draw. He was probably afraid of 25.皇e2 d5!? but I would still prefer White after 26.bxa6 皇c6 27.②b5 營b8 28.a7 營b7 29.皇xc5 ②f5!? 30.exf5 皇xc5+ 31.�b2.

Now let's return to the position after 1.c4 c6 2.e4 e5 3. ②f3 ≝a5 4. ②e2 ②f6 5. ②c3 ②b4 6.0-0 0-0 7. ≝c2! As I mentioned Black should play

7... **⊘a6!?**

This move was only seen twice in practice, but it deserves more practical tests.

8.d3

White can also try 8.a3 盒xc3 9.dxc3 公c5! and now 10.b4 allows 10...豐a4, while 10.公xe5 公cxe4 followed by d7-d5 should be OK for Black as well.

8...@c7!?

After 8... 2xc3 9.bxc3 h6 (Polak-Jirka, Czech tt 2002/03), the move 10.d4! secures a solid advantage for White. I would therefore prefer to postpone taking on c3 with the text.



9. 2d2

With the idea to take back on c3 with the bishop. Instead 9. 全 6 10. 全 6 gxf6 looks better for Black. Also harmless is 9.a3 全 xc3 10. 当 xc3 当 xc3 11.bxc3 d6 with an equal position (12.c5 d5!). Black should play 9... 全 6 10.a3 全 7! 11. 公 d5 当 d8 12. 全 xe7+ 当 xe7



and because of 13. ②xe5? ②d4 Black faces no problems at all.

We can draw some conclusions:

- After 2...e5 3.d4, 3... \bigcirc f6! is the way to equalize.
- 3. Øc3 has little independent meaning.
- Black after 3.②f3 should continue 3... 響a5 and I believe Black is OK in the line 4.②c3 ②f6 5.②e2 ②b4 6.0-0 0-0 7. 響c2 ⑤a6!?.
- The whole system is perfectly playable!

CHAPTER 5

John Donaldson and Jeremy Silman

3.h4 in the Hyper-Accelerated Dragon



1.e4 c5 2. 2 f3 g6 3.h4

The Dragon Sicilian has always enjoyed popularity but the fierce attack that Black's King is often subjected to in the Yugoslav Attack (1.e4 c5 2.\(\Delta\)f3 d6 3.d4 cxd4 4.\(\Delta\)xd4 \(\Delta\)f6 5.\(\Delta\)c3 g6 6.\(\Delta\)e3 \(\Delta\)g7 7.f3) is not to everyone's taste. This helps to explain the following for its little cousin the Accelerated Dragon (1.e4 c5 2.\(\Delta\)f3 \(\Delta\)c6 3.d4 cxd4 4.\(\Delta\)xd4 g6). By leaving the d-pawn on its original square Black in many cases hopes to play ...d7-d5 in one jump.

This strategy can be seen in variations like 1.e4 c5 2.\(\Delta\)f3 \(\Delta\)c6 3.d4 cxd4 4.\(\Delta\)xd4 g6 5.\(\Delta\)c3 \(\Delta\)g7 6.\(\Delta\)e3 \(\Delta\)f6 7.\(\Delta\)c4 0-0 8.\(\Delta\)b3 a5 9.f3 d5 and 1.e4 c5 2.\(\Delta\)f3 \(\Delta\)c6 3.d4 cxd4 4.\(\Delta\)xd4 g6 5.\(\Delta\)c3 \(\Delta\)g7 6.\(\Delta\)e3 \(\Delta\)f6

7.\(\hat{L}\)c4 0-0 8.\(\hat{L}\)b3 e6 with ...d7-d5 to follow.

Because 8. 2b3 is necessary in this move order (8.f3 running into 8... bb) Black also has the possibility of transposing into a Dragon where White might have preferred to have castled queenside or played h4 in lieu of placing the bishop on b3 so early. One example is 8. 2b3 d6 9.f3 2d7 10. d2 2xd4 11. 2xd4 b5 – a Dragon variation that arises almost exclusively from an Accelerated Dragon move order.

Yet one other way of sidestepping the Yugoslav Attack in the Dragon is via 1.e4 c5 2.②f3 ②c6 3.d4 cxd4 4.②xd4 g6 5.②c3 皇g7 6.急e3 ②f6 7.急c4 營a5 which forces White to castle short due to the threats of ... \triangle xe4 and ... $\$ b4.

Finally, it should also be added that sometimes Dragon players who are not afraid of the Yugoslav Attack adopt the Accelerated move order to sidestep 9.0-0-0 in the regular Dragon.

We have seen that by the move order 1.e4 c5 2.∅f3 ∅c6 3.d4 cxd4 4.∅xd4 Black has several ways to dampen White's attacking chances compared to the normal Dragon move order, but what does he give up in return? The answer is clearly the Maroczy Bind with 5.c4. Once avoided at almost all cost the Bind now exists in a state of flux. Many modern grandmasters prefer to avoid conceding their opponent a clear space advantage so early in the game. But others, most notably Ivanchuk, Malakhov, and Tiviakov, find the trade-off between king safety and a space disadvantage a fair exchange. Particularly in the Gurgenidze line (5.c4 \$\overline\$66.\$\overline\$c3 lowed by ... 2e6, ... a6, ... a5 and ... afc8) Black has concrete play yielding good chances to equalize. What he doesn't have are opportunities to play for more unless White really overextends. Many lines where White plays 2d5 and trades all the pieces make this an unacceptable way to play for a win for Black. There are other ways to combat the Maroczy, for example... 公h6 and ...f5 or the double fianchetto with ... b6, but these require Black to take some strategic risks that are not to everyone's taste.

What to do then if you want to avoid the Yugoslav Attack and not have to face the Maroczy Bind? The answer is the Hyper-Accelerated Dragon (1.e4 c5 2. 2f3 g6). One idea behind the delayed development of the knight to c6 is that it allows Black to avoid the Rossolimo Attack (2... 2c6 3. 2b5). This

explains the move order 1.e4 c5 2.公f3 g6 3.d4 cxd4 whereby 4.公xd4 公c6 transposes back into the Accelerated and 4.豐xd4 is a world onto its own. What it does not do is avoid the Maroczy.

Black accomplishes this goal by delaying exchanging on d4 with 3...\$g7. Then 4.c4 can be met by 4...\$b6, 4...\$a5+ and 4...d6 with the idea 5.\$\Delta c3\$ \$\Bar{e}a5\$. All three lines have their followers; in particular the first has been played by many 2600+ grandmasters. Each one produces positions that are much more unbalanced than those typically arising from the Maroczy Bind.

So what is a white player to do who wants to take the fight to Black? There are lines like 1.e4 c5 2.包f3 g6 3.d4 Qg7 4.dxc5 營a5+ and now 5.c3 \subseteq xc5 6.\alpha a3 or 5.\alpha c3 sacrificing a pawn for attacking chances. But why not be particularly direct? How about 3.h4!?. There are only 39 games with this move in Mega Database 2006. World Champion Boris Spassky has given it his blessing, as have fellow grandmasters Akopian, Golod. Hector, Ivanovic and Velimirovic. It seems to have been first used in Spassky-Stein, Spartakiad 1965 and Velimirovic-Ostojic, Belgrade (October) 1965, but it is IM Almira Skripchenko who has played it the most.

If you look for material on 3.h4 you will be disappointed. Raymond Keene gave it a paragraph in his booklet on the Hyper-Accelerated Dragon for Chessman Quarterly more than thirty years ago and similar space was allocated to the move in Schwarz's Sizilianisch I (1975), Donaldson and Silman's Accelerated Dragons (1998) and Hansen's The Nielsen and Sicilian Accelerated Dragon (1998). As one might expect with such limited practical examples and theoretical material there is no real theory. In this article we will make an attempt to organize the existing material, evaluate Black's main tries and suggest new ideas.

In answer to 3.h4, which Nielsen and Hansen characterize as 'a good, provocative idea based on sound principles', Black has seven replies which can be characterized into four groups:

I 3... 2c6 and 3... 2g7 II 3...h5 and 3...h6 III 3...d5 and 3... 2f6 IV 3.... 2h6?!

I Ignoring the threat of h5 – 3... 2c6 and 3... ≜g7

Game 1

☐ Boris Spassky ☐ Leonid Stein

Soviet Union 1965

1.e4 c5 2.∅f3 g6 3.h4 Ձg7

This move and 3... ②c6 – which can often transpose, both give White a free hand to continue his plan unimpeded. Allowing h4-h5-h6 does not look like a good idea. **4.h5**



4...Øc6

4...d6 was tried by the late Alex Wojtkie-

wicz, a true fan of the Hyper-Accelerated, against Almira Skripchenko in one of the Marshall Masters tournaments in New York. After 5. \triangle c4 \triangle c6 6.d3 \triangle f6 7.h6 \triangle f8 8. \triangle g5 e6 9.e5!? dxe5 (9... \triangle xe5? 10. \triangle xe5 dxe5 11. \triangle b5+ \triangle d7 12. \triangle xd7+ \triangle xd7 13. \triangle f3 \pm) 10. \triangle b5 \triangle a5+ 11. \triangle c3 \triangle d7 12. \triangle xc6 (12. \triangle xe5 \triangle dxe5 13. \triangle f6 \triangle g8 14. \triangle xe5 \triangle d7 15. \triangle f6 g5 16. \triangle b5 = 16. \triangle f3 \triangle g6 = 16...a6 17. \triangle a4 \triangle g6 equal) 12...bxc6 13. \triangle xe5 White was slightly better.

5.∕Ωc3

5.盒c4 was seen in the David vs Goliath encounter Saldano-Malakhov, Porto San Giorgio 1996, where the future world class GM – already rated over 2500 – faced an inspired amateur. The result was not typical: 5...e6 6.公c3 a6 (6...公ge7) 7.a3 b5 8.盒a2 盒b7 9.d3 公ge7 10.盒g5 響a5 11.h6 盒xc3+12.bxc3 響xc3+13.盒d2 響f6 14.盒g5 豐c3+15.盒d2 響f6 16.盒g5 (draw) 16...豐b2 (no draw) 17.0-0 f6 18.簋b1 豐xa3 (18...豐xa2 is too risky — 19.盒xf6 0-0 (19...這f8 20.這a1) 20這a1) 19.盒xf6 0-0 20.還a1 豐b4 21.c3 豐b2 22.盒g7 這f7 23.盒xe6! (draw!!) 23...dxe6 24.還b1 豐a3 25.還a1 豐b2 26.還b1 ½-½.

5...e6

Here 5...d6 6.盒c4 ②f6 7.h6 盒f8 8.d4 cxd4 9.②xd4 營b6 10.②b3 ②g4 11.營e2 ②ge5 12.盒e3 營d8 13.盒d5 e6 14.盒xc6+ bxc6 15.0-0-0±, Arancibia-Andres, Buenos Aires 1996, is another example that suggests that allowing h6 is not a good idea.

6.d3

Bozidar Ivanovic tried an interesting idea against Matthiesen at Saint Vincent in 2005. The Montenegrin GM played 6. 全b5 to get rid of his king bishop, which would be a target on c4 and locked in on e2. After 6... ②ge7 7. 全xc6 ②xc6 8.d3 d6 9. 全g5 豐a5 10. 全f1 置g8 (10...gxh5 11. 全d2 豐c7 12. 里太h5 a6 is one possible improvement) 11. hxg6 hxg6 12.e5 d5 (12... ②xe5 13. ②e4 豐c7 14. ②f6+ 全xf6 15. 全xf6 ②g4 16. 全c3 f5 is another try)

13.豐e2 b5 14.單h7 b4 15.公d1 豐c7 16.公e3 公d4 17.公xd4 cxd4 18.公g4 單h8 19.單xh8+ 兔xh8 the game was definitely in White's favour.

6...d5 7.Ձg5 ₩b6

Not pretty is 7... 2ge7 8.h6 2f8 9.2f6.

8.Ձd2! Ôge7 9.Ôa4 ₩c7 10.Ôxc5 Ձxb2 11.≝b1 Ձg7 12.Ձe2

12.h6 **2**f6 13.**2**e2 was a major alternative. **12...b6 13.2**b**3 e5**

Here 13...dxe4 14.dxe4 gxh5 15.星xh5 公g6 looks very pleasant for Black who has an excellent grip on e5.

14.c4 dxe4 15.dxe4 2g4

Again 15...gxh5 16. 基xh5 公g6 was a viable alternative.



19.hxg6

Keene suggests that 19.c5 would have given White the slightly better chances. After the text the game eventually ended in a draw.

II Blocking the h-pawn's advance 3...h5 and 3...h6

Game 2

☐ Dragoljub Velimirovic

Predrag Ostojic
Belgrade 1965

1.e4 c5 2.4 f3 g6 3.h4 h5

This is a much more solid response by Black. Now the question is who has been helped or weakened more by the advance of the h-pawns?

4.d4

Besides 4.d4 White can try development schemes based on &c4 and d3, or &c4 with c3 aiming for d4. They shouldn't frighten Black.

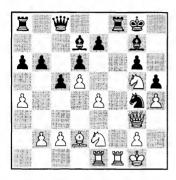
● 4. \(\overline{\pmathcal{1}} \) c4, and now:

- 4...e6?! (the right idea but the timing is wrong) 5.d4! cxd4 6. ₩xd4 with an advantage for White.
- 4.公c3 âg7 5.a3 ②f6 6.âc4 ②c6 7.d3 d6 8.②g5 0-0 9.f4 e6 (9...âg4!?) 10.âa2 d5 11.0-0 d4 (another option was opening the position with 11...dxe4 when both 12.dxe4 ≝xd1 13.āxd1 ②d4 and 12.②cxe4 ③xe4 13.③xe4 ②d4 look fine for Black) 12.②b1 ②h7 13.③d2 e5 14.④xh7 ⑤xh7 ⑤xh7 15.âb3 豐e7 ½-½ Kurajica-Sosonko, Wijk aan Zee 1977.



4.... g7 5.d5

Going for a Benoni type of position. See the next game for 5. ②c3.



Keene felt White had a positional advantage in 1969; today Fritz thinks Black is slightly better! Black won in the end (57 moves).

Game 3

☐ Andrzej Sydor☐ Bogdan Pietrusiak

Rzeszow ch-POL 1966

1.e4 c5 2.∅f3 g6 3.h4 h5 4.d4 Ձg7 5.⊘c3 cxd4 6.⊘xd4 ⊘c6 7.Ձe3 ⊘f6



Again the question is who is favoured by the

inclusion of h4 and ...h5?

8.f3

After 8. 2c4 Black has several options:

- 8... ②g4 This move is possible but better held in reserve. 9. ②xc6 bxc6 (9... ②xe3? 10. ②xf7+!) 10. ③d4 0-0 11. ③xg7 ③xg7 12.f3 ②e5 looks a little better for White.

- 9.f3 營b6 10.並b3 ②xe4 11.②d5 營a5+ 12.c3 ②g3 (thanks to h4!) 13.黨h3 ②xd4 14.③xd4 ②f5 15.氫f2 e6 16.②f6+ 查g7 17.②e4 d5 18.②g3 ②fe7 with a near decisive position for Black.
- 9.♠b3 ②g4 (thanks to ...h5) 10.⊘xc6 ②xe311.⊙xd8 ②xd1 12.ℤxd1 ℤxd8 equal.
- 8...營a5! 9.0-0 (unfortunately necessary as 9.f3?! 營b4 10.急b3 ②xe4 11.②xc6 急xc3+ 12.bxc3 營xc3+ 13.⑤e2 dxc6 and 9.營d2?! 營b4 10.急b3 ②xe4 both hand the point to Black just as surely as they do without h4 and ...h5 thrown in) 9...0-0 and now the two mains lines with ②b3 and 逸b3 look a little odd with the irrelevant and possibly weakening h4 thrown in.

Note that 8. 2xc6 is not an option as after 8...bxc6 9.e5 Black has 9... 2g4.

8...₩b6

It looks very odd to play ... 數66 before ... d6 and 总c4, and we don't recommend it, but

maybe it's playable. If 9.公f5 豐xb2 10.公xg7+當f8and...h5 prevents 皇h6 so the knight is trapped.

8...0-0 9.②b3 (9.營d2 d5) 9...a5 10.逾b5 (10.a4 ②b4 11.e5 ②h7! — another benefit of ...h5!: the knight doesn't have to go back to e8 — 12.f4 d6 and White's centre is crumbling) 10...d5 11.逾xc6 (11.exd5 ②b4 12.逾c4 營c7) 11...bxc6 12.e5 ②d7 13.f4 ②b6 14.逾xb6 營xb6 was fine for Black in Perciun-Slovineanu, Predeal 2006.

Black has reached an acceptable Dragon position where the knight on b3 looks out of place.

Game 4

☐ Andres Rodriguez

Bent Larsen

San Martin 1994

1.e4 c5 2.163 g6 3.h4 h5 4.d4 cxd4



As usual Black has a choice between this move and 4... \(\hat{Q}g7 - play can easily transpose. \)

After 4... g7 5.c3!? cxd4 6.cxd4 d5 White should play 7.exd5, as after 7.e5 the inclusion of h4/...h5 helps Black. For example:

7... 盒g4 8. 盒e2 ②c6 9.0-0 盒xf3 (9... ②h6 is the other way of completing development) 10. 盒xf3 e6 11. ②c3 a6 12.g3 ②ge7 13. 盒g5?! 豐b6 14. 盒e3 ②f5 15. ②a4 豐c7 16. 氧c1 0-0 with somewhat better chances for Black in Dimitrijevic-Kaposztas, Budapest 2004.

5.⊈c4

5.營xd4 along the lines of 2...g6 3.d4 cxd4 4.營xd4 doesn't look dangerous: 5...②f6 6.②c3 ②c6 7.營d3 (7.營a4 is simply met by 7...②g7 as g4 is available to Black's knight) 7...②g7 8.②g5 d6 9.③e2 0-0 10.0-0 ②g4 11.a3 ②d7 12.營d2 常为7 (12...②c5 13.⑤h6 ③xh6 14.營xh6 ②xf3 15.⑤xf3 ②d4 16.⑥d1 e5 was sharp but seemingly possible: 17.f4 營xh4 18.f5 ②xe4 19.②xe4 營xe4 20.f6 ②e6 21.c3 營h4) 13.②e3 ③xf3 14.②xf3 ②ce5 15.②e2 ②b6 Galego-Silva, Lisbon 1997. By the way, 15...③c8 was another way to eye the c4 square. In both this line and the game continuation chances are equal.

5...∕⊇c6

5.... 全 7 looks more exact: 6.c3 e6 (6...d3 7. 世xd3 公 f6 8. 公 g5 e6 9.e5 公 g4 10.f4 世 b6 11. 公 e4 0-0 12. 世 d4 d5!, 0-1 Paredes-Estrada, Madrid 2002, is a pretty miniature, but we don't trust 6...d3 and consider 6...e6 a reliable equalizer) 7.cxd4 d5 8.exd5 exd5 9. 全 b5+ (it's quite nice to win a tempo like this) 9...公 c6 (9...全 d7 10. 全 xd7+ 世xd7 11. 公 e5 looks annoying) 10.0-0 公 e7 with even chances. The inclusion of h4/...h5 looks odd here.

6.c3 dxc3?

Too greedy! Instead, 6...e6 7.cxd4 d5 8.exd5 exd5 9. \$\delta\$ b5 \$\delta\$ e7 10. \$\delta\$ g5 \$\delta\$ g7 11. \$\delta\$ e2 \$\delta\$ e6 looks fine for Black. Accepting the pawn gives White a vastly improved Smith-Morra Gambit.

7.9xc3 9f6 8.9f4 d6?

Larsen had to play 8... \(\hat{2}\)g7.

9.∕2g5 e6 10.∕2b5

White is already winning!

10...a6 11.40xd6+ 2xd6 12.2xd6



12...**₩a**5+

Or 12...②e7 13. 全e5 營xd1+ 14. 罩xd1 ②eg8 15. 罩d8+! 含e7 16. 含e2 and 罩hd1 will end things shortly.

13.b4! **₩d8**

If 13... \(\triangle \triangle \triangle b4\) White simply castles leaving Black helpless with his king stuck in the centre. In the game Larsen was helpless too.

14. 宣h3 公g4 15. 皇b3 a5 16. 豐d2 a4 17. 皇c4 豐b6 18. 宣d1 f6 19. 皇c5 豐c7 20. 公xe6 皇xe6 21. 皇xe6 宣d8 22. 宣d3 章xd3 23. 豐xd3 公ge5 24. 豐b5 宣h7 25. 皇d6 豐q7 26. 豐xa4 1-0

Game 5

☐ Vitali Golod

■ Mark Berkovich

Rishon-Le-Zion ch-ISR 2002 (rapid)

1.e4 c5 2.42f3 g6 3.h4!? h6!?

This is the only game we have been able to find with this modest move, but the idea of meeting h5 with ...g5 makes good positional sense. Black eyes the white h-pawn but does not give up the g5 square as he does after 3...h5.

4. gc4 gg7 5.c3

Golod has suggested 5.h5 with the follow-up 5...g5 6.d4, which he evaluates as unclear.

One point is 6...cxd47. ②xd4 ②c68. ②f5!. In view of the lack of promising continuations in the game White might want to examine this possibility more closely.

5...e6 6.₩e2

6.d4 cxd4 7.cxd4 d5 8.exd5 exd5 leads to positions often reached with the black pawn on h5 instead of h6. Those positions are usually satisfactory for Black and with the pawn on h6, retaining control of g5, they should be even better

6...**ົ**⊵e7 7.d3 **ົ**⊵bc6 8.Ձb3 **≝**c7

8...d5 9.e5 was White's intention.

9.Ձe3 b6 10.Ձa3

10.d4 was a better move according to Golod. Now Black gets the better of it with some clever play.

10...Ձa6! 11.Ձc4 Ձb7

Black's tricky play has brought the bishop to c4, where it is a perfect target for ...d5.

12.d4 d5 13.exd5 exd5 14.Ձd3 c4 15.Ձc2 a6 16.⊘b1



16...0-0-0!?

After 16...0-0 17.營d2 置ae8 18.當f1 h5 19.盒h6 盒c8 Black would have a clear advantage.

Golod has suggested 20...f5 21.g3 dxc4 as best but the text should also be fine.

21. 4 b3 dxc4 22. 4 c5 4 xd4

22... \and d5 was also good but there is no reason to fault the text.

23.9xd4 2xd4 24.9xb7 9d5

24... 含xb7 25. 量b1+ 含a7 26.0-0 公f5 27. 盒xf5 盒xe3 28. fxe3 量d2 was at least better for Black.

25.0-0



25...9 xe3?

25... \$\delta\$ xb7 was winning for Black, but Berkovich has something prettier but not necessarily stronger in mind.

26.∕2xd8 ₩g3! 27.fxg3??

27...∕∆g4+??

Black misses an easy win with: 27...②xc2+28.豐f2 ②xf2+29.壹xf2 (worse is 29.罩xf2 ②xa1 30.②xf7 罩e1+) 29...②xa1 30.罩xa1 罩xd8 31.罩c1 罩d3.

28.豐f2 ②xf2 29.②xf7! 鼍e2 30.Ձxg6 c2 31.鼍ac1 ②d3+ 32.愉h2 Ձb2? 33.②d6+ 蛰d7 34.②xc4 ②xc1 35.②xb2 ②b3 36.②d3 鼍d2 37.②c1 鼍d1 38.罩f7+

Clearly, rapid chess can be exciting!

III Counter-attack 3...d5 and 3...d/f6

Game 6

☐ Dmitry Posokhov ☐ Anatoly Demkovich Kharkov 2004

1.e4 c5 2.4 f3 g6 3.h4 d5

If there were a way to punish 3.h4 it would seem like 3...d5 and 3...\(\) f6 would be the first moves to examine. After all what can be more logical than meeting a flank attack with play in the centre. And yet, 3...d5 might be one of Black's worst possibilities after 3.h4.

4.exd5 分f6

4... 營xd5 has the virtue of not dropping a pawn but the loss of time incurred by capturing with the queen is soon felt. One doesn't often see a Scandinavian Defence with ...c5 thrown in. 5.公c3 營d8 6.总c4 (the immediate 6.h5 also makes sense) 6...总g77.h5 公h6 8.d3 公c6 9.总f4 总g4 (9...f6 10.hxg6 hxg6 11.營d2 公f5 12.置xh8+ 总xh8 13.0-0-0 e5 14.总e3 公cd4 15.置h1 总g7 16.公h4± Skripchenko-Hagarova, Istanbul Olympiad 2000) 10.hxg6 hxg6 11.營d2 总xf3 12.gxf3 公f5 13.0-0-0 with a nice advantage in Vulevic-Boskovic, Yugoslavia 2000.

5.c4

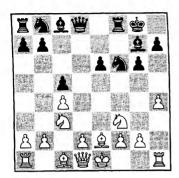
A worthwhile alternative is 5.Ձb5+ ₺bd7 6.₺c3 (6.c4 Ձg7 7.0-0 0-0 8.d4 a6 9.Ձxd7 ₺xd7 10.羞e1 was also very strong) 6...Ձg7 7.h5 ₺xh5 8.₺g5 0-0 9.₺xh7 ₺xh7 10.g4± Treger-P.Ross, New York 1999.

5... gq7 6. ge2

The immediate 6.d4 might be better: 6...cxd4 (6...\(\Delta\)a6 7.\(\Delta\)e2 0-0 8.0-0) 7.\(\Delta\)xd4 0-0 8.\(\Delta\)e2 e6 9.dxe6 fxe6 10.\(\Delta\)c3 and Black does not have enough for the pawn.

6...0-0 7. 2 c3 e6 8.dxe6 fxe6

The more natural 8... \triangle xe6 is met by 9.d4 \triangle fd7 10.dxc5 \blacksquare e8 11.0-0 \pm .



9.d4

This is more to the point than 9.d3 ②c6 10.②e4 ③xe4 11.dxe4 ②d4 12.e5 ②xf3+13.②xf3 豐xd1+14.③xd1 ②xe5 15.h5 ②d7 16.ဩb1 ②d4 17.hxg6 hxg6 18.②e3 ②xe3 19.fxe3 ②ad8 ½-½ Posokho-Demkovich, Kiev 2004 – played one month later!

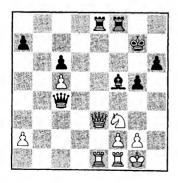
9...cxd4 10.≝xd4 公d5 11.≝d2 公xc3 12.bxc3 ≝f6 13.ዿb2 e5

13...公c6 14.0-0 Id8 15. Ig5 also leaves White with an edge.

14.0-0 公c6 15.c5 h6 16.皇c4+ 會h8 17.嶌ae1 皇g4 18.公h2 皇f5 19.皇d5 豐xh4 20.公f3 豐f4 21.豐e3 嶌ae8 22.c4 g5

22...豐xe3 23.還xe3 e4 24.皇xg7+ 尝xg7 25.心d2 leaves White with some advantage in the ending.

23. 全xc6 bxc6 24. 全xe5 營xc4 25. 全xg7+ 含xg7



26.**₩a**3

If 26. ②e5 then 26...豐d5 is the right reply and not 26...豐xa2? 27.豐c3 豐c2 (27...當h7 28.簋a1) 28.豐d4 當g8 29. ②xc6 which wins for White.

After the text White has a slight pull. He won after 53 moves.

Game 7

☐ Jonny Hector ■ Kjetil Lie

Karlstad 2005

1.e4 c5 2.ଢ1f3 g6 3.h4 ଢ1f6 4.e5 ଢ1g4 5.d4

5.c3 d6 and 5.h5 \(\hat{g} g 7 \) both look fine for Black.



5...cxd4

This leads to wild positions. If Black wants something a little more orthodox we suggest not to play 5...公c6?, which led to a speedy disaster in Akopian-Paschall, CCA International 1999, after 6.d5! 公cxe5?! (6...公b8 looks necessary) 7.公xe5 公xe5 8.f4 豐c7 9.d6 豐xd6 10.豐xd6 exd6 11.fxe5 dxe5 12.公c3 总e7 13.总h6 d6 14.0-0-0 总g4 15.量d2 a6 16.公d5 宣c8 17.总g7 宣g8 18.总f6 1-0.

Instead, 5... 2g7 is critical when White can choose between:



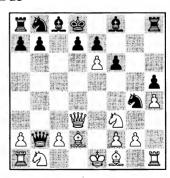
- 6.c3 公c6?! (once again an error correct is 6...cxd47.cxd4 d6 and Black is doing fine) 7.d5! 公cxe5? (7...公a5?! 8.豐e2 isn't very nice for Black. Like it or not, the retrograde 7...公b8 has to be tried) 8.公xe5 公xe5 9.f4 豐c7 10.公a3 a6 11.皇e2 b5 12.fxe5 总xe5 13.0-0 总b7 14.皇e3 f5 15.豐d2 e6 16.皇f3 0-0-0 17.黨ad1 and White was winning, Bednarski-Moe, Copenhagen 1983.
- 6.2c4 is more testing when Black has two interesting choices:
- 6...公c6!? 7.公g5 (7.盒xf7+ looks like a shot, but the position after 7...含xf7 8.公g5+含g8 9.豐xg4 公xd4 is far from clear) 7...公h6 8.dxc5 (8.c3 cxd4 9.cxd4 豐b6) 8...公xe5 is okay for Black.
- 6...0-0 7.h5. The plan of 6.盒c4 and 7.h5 has yet to be tested but it is the most direct approach. Here is one possible line: 7...d5 8.exd6 exd6 9.hxg6 hxg6 10.盒g5 星e8+11.堂f1 豐b6 12.公c3 cxd4 13.公d5 豐c5 14.盒b3 d3 15.盒h4 盒e6 (15...星e2 is flashy but untrustworthy, Black should just get his remaining pieces developed 16.豐xd3 冨xf2+ 17.堂e1 堂f8 18.盒xf2 公xf2 19.豐e2 盒xb2 20.豐xf2 盒xa1 21.豐xc5 dxc5 22.公c7 and White wins) 16.豐xd3 公c6 17.公c7 公b4 18.公xe6 公xd3 19.公xc5 公xc5 20.c3 which, after all the complications, is about equal.
- 6.₺g5 h5 7.ଛc4 0-0 8.c3 d5 9.ଛe2 ₺c6 (this leads to big complications which are not necessarily bad for Black. Simpler was 9...f6

10.exf6 — 10.②f3 fxe5; 10.②h3?! cxd4 11.cxd4 fxe5 12.f3 ②h6 13.dxe5 ②f5 is huge for Black — 10...exf6 11.②f3 cxd4 12.cxd4 — 12.②xd4 ②c6= — 12...②c6 equal) 10.e6 f5 (10...fxe6 11.②xg4 hxg4 might be worth checking out. It's not easy to determine which is more important — White's attack or Black's centre) 11.dxc5 d4 12.0-0 營d5 unclear, A.Horvath-Chatalbashev, Balatonlelle 2003. Note 5...d6 6.h5 cxd4 7.hxg6 fxg6 8.exd6 e5 9.②c4 ②xd6 10.②g5 營c7 (10...②e3!?) 11.營e2 ②c6 12.②f7+ 含d8 13.③xg6 was tremendous for the first player in J.Whitehead-Radke, San Francisco 1979.

6. ₩xd4 h5 7.e6 f6 8. ₩e4

8... **** b6 9. ** xg6+ * \$\d8 10. _2 d2 ** xb2** 10... d5 11. _2 c3 ****** xf2+ 12. ***** \$\d1 _2 xe6 was another good possibility.

11. **₩d3**



11...夕e5

Can Black capture the rook and survive? We believe the answer is no. 11...豐xa1 12.豐b3 d6 13.c4! and there is no good answer to the threat of 14.皇c3.

11... \(\hat{\pmg} g7!\)? is a possible improvement.

12.營c3 公xf3+ 13.gxf3 營xc3 14.公xc3 dxe6 15.0-0-0 營e8

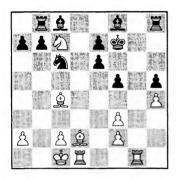
15... ②c6!? might be better.

16.**≜**d3

This is not an easy position for Black. White's development offers definite compensation for the pawn and probably more.

16...全行 17.重角1 f5 18.公b5 公c6

19.公c7 重b8 20.全c4



20...b5!

Lie gives the pawn back in an attempt to get his pieces out. Clinging to the extra material was asking for trouble: 20...心e5 21.兔b5 兔h6 (21...心xf3?? 22.兔e8+ 蛤f6 23.兔c3+ e5 24.昼g6 mate) 22.兔xh6 基xh6 23.昼d8 with a big advantage for White.

This looks like the wrong direction for the king. Safer was 29.\ddots d1, meeting 29...a4 with 30.bxa4.

29...a4 30.\(\mathbb{I}\)gd1 axb3

30... \bar{L}b8 31.\bar{L}d3 \bar{L}c4 was another good possibility.

39... \(\bar{\text{L}} \) add 40. \(\bar{\text{L}} \) 2 \(\bar{\text{L}} \) 3 41. \(\bar{\text{L}} \) xd3 42. \(\bar{\text{L}} \) 44. \(\bar{\text{L}} \) 2 \(\bar{\text{L}} \) 44. \(\bar{\text{L}} \) 3 \(\bar{\text{L}} \) 44. \(\bar{\text{L}} \) 3 \(\bar{\text{L}} \) 44. \(\bar{\text{L}} \) 3 \(\bar{\text{L}} \) 45. \(\bar{\text{L}} \) 34. \(\bar{\text{L}} \) 45. \(\bar{\text{L}} \) 45. \(\bar{\text{L}} \) 46. \(\bar{\text{L}} \) 47. \

Why not 45... axf2 46. ac 2 ad 4 47. axd3 axb2 48.b5 ac which looks like it should win.

IV Keene's suggestion The outlandish 3.... ≜h6?! 1.e4 c5 2. △f3 g6 3.h4 ≜h6

This is Keene's outlandish idea proposed more than 30 years ago but still untested. The ideas are to meet 4.h5 d6 5.hxg6 hxg6 6.\(\Delta\)c3?? with 6...\(\Delta\)xd2+ and to try to force some lack of coordination in the white forces. These are excellent thoughts but they don't seem to work against concrete play.



4.h5

5.hxg6 hxg6 6.\(\Delta\cdot c3??\) \(\Delta\xd2+\) seems to be the only real justification for 3...\(\Delta\h6\).

5... \(\text{94} \) 6.hxg6 hxg6 7.d4 cxd4 Interesting is 7... \(\text{2d2+} \) and 8... \(\text{2xh1} - \text{Stefan} \) Löffler. **8.** \(\text{2xh6} \)



8...公xh6

8...豐a5+?! 9.c3 dxc3 (9... 區xh6 is better but after 10. 區xh6 心xh6 11. 豐xd4 f6 12. 豐e3 全xf3 13.gxf3 公f7 14.f4 White's position is still preferable) 10. 公xc3 區xh6 11. 區xh6 公xh6 12. 豐d2 with a considerable advantage.

9.營xd4 f6 10.營d2 总xf3 11.gxf3 g5 12.公c3

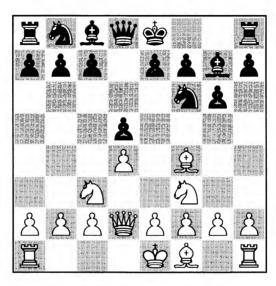
White is much better as Black's position is full of 'light' holes.

Conclusion

The move 3.h4 is fully playable and has the virtues of being aggressive and little analyzed. Of the seven plausible moves one might try in reply we believe that only 3... 2 f6, 3...h5 and 3...h6 really merit a closer examination. The fate of the latter is very much tied up with the assessment of the position after 4.h5 g5 5.d4 \(\hat{\pm}\)g7 6.dxc5. The choice between the other two moves is a question of taste. The more dynamic alternative is 3... 16 and there in particular we draw your attention to 4.e5 2g4 5.d4 2g7 which deserves more tests. Those who prefer more traditional approaches will have a preference for the solid 3...h5. In this line Black needs to be able to meet gambit approaches where d4 ...cxd4 is met by c3 with ...e6 and ...d5. In this case he should be able to obtain a playable game.

Those who like attacking play without having to know lots of theory will like 3.h4. It may also serve a useful place in the repertoire of players who routinely meet the Sicilian with 3.\(\text{\pm}\)b5 or 3.\(\text{\pm}\)b5+ and don't have the option of transposing into the Dragon or Accelerated Dragon.

CHAPTER 6 Arthur Kogan The Tarzan Attack



1.d4 公f6 2.公f3 g6 3.公c3 d5 4.皇f4 皇g7 5.豐d2

5.營d2! starts the line I call the 'Tarzan Attack'. Before we will delve into this, I should like to guide you towards the starting position, presenting you some attacking ideas for your repertoire along the way:

1.d4 4 f6

You can use similar attacking ideas as in our main line against a different move order, such as 1.d4 g6 2. ♠c3!? and now:

- 2...②f6 3.彙f4. Recently, I had a interesting game against a Rumanian WGM: 3...d6 (3...d5 4.營d2!) 4.營d2 ②bd7 5.0-0-0 (5.②f3 c5 6.e3) 5...c5 6.e3 (also interesting is 6.dxc5 ②xc5 7.e4!) 6...彙g7 7.h4! a6 8.彙e2 h5 9.②h3! 置b8 (on 9...b5 my idea was 10.彙f3 置b8 11.②g5) 10.②g5 b5 Kogan-Bogza, Tarragona 2006. And now, maybe even stronger than the game continuation 11.彙b1 was 11.②ce4! c4 12.②xf6+ ②xf6 13.e4 with possible e5, or f3 and g4 ideas — White looks better. The same goes for 11...逾b7 12.②xf6+ ②xf6 13.逼hg1.

2.2 f3 g6 3.2 c3

This 'SOS kind of move' is less positional than the common 3.c4, but still it fights for

e4, so the only principal way for Black to prevent e4 is 3...d5!

3...d5

But just imagine how a KI player would feel now. Usually he moves this pawn to d6, but not every KI player is playing the Pirc! If 3... \(\) g7:



- 4.\(\hat{o}\)f4 d6 5.\(\bar{\bar{w}}\)d2 0-0 6.\(\hat{o}\)h6 c5 7.\(\hat{o}\)xg7 \(\bar{\bar{w}}\)xg7 8.0-0-0 (alternatives are 8.e4 and 8.dxc5) 8...cxd4 (8...\(\bar{\bar{w}}\)a5 9.e4 a6 10.e5 dxe5 11.dxe5 \(\hat{\o}\)e8 12.h4! Crouch-R\(\hat{\o}\)lig, Berlin 1995) 9.\(\hat{\o}\)xd4 \(\hat{\o}\)c6 10.e4!. So, we obtain an interesting Sicilian with a Dragon structure but without the dangerous dark-squared bishop on g7! Surely a good reason for White to be optimistic about his future attacking chances!
- By the way, I can't avoid to mention a nice quick win against a creative Dutch GM: 4.e4 d6 5. 2e3 (now it's one of main lines of the Pirc, but you will see that attacking ideas are similar to the 'Tarzan Attack'!) 5...0-0 6. 2e3 d2 2e3 d4 7. 2e5! a6 8.f3 2e8 9.h4 e6 10.h5! h6 (10... 2h5 11.e4 − 11. 2h7!? − 11... 2e6 − 11... 2e3 12. 2eh2 − 12.0-0-0) 11. 2eh3 g5 12. 2exg5! hxg5 13.h6 2eh8 14. 2exg5 2ed7 (14... 2e8 15.h7+ 2ef8 16.0-0-0+−) 15. 2ef6! 2eh7 18. 2exh8 1-0 Kogan-Reinderman, Antwerp 1998.

4.皇f4

Now the bishop is ideally placed on f4 controlling e5 and preparing our main plan.

4...<u></u> <u>û</u>q7

Black can also try to delay \(\hat{g}7\) with 4...c6

- Now I won a positional game after 5.e3 豐b6 6.틸b1 皇f5 7.皇d3 皇xd3 8.cxd3 皇g7 9.0-0 ②bd7 10.h3 0-0 11.b4! (a minority attack! Yes we still need to know ideas from all openings after all...) 11...置fc8 12.豐b3 豐d8 13.틸fc1 畫 Kogan-Hausner, Zlin 1995.
- 5.\d2 b5?! (this move is preparing against White's long castle, but in fact creating serious weaknesses) 6. 2e5! (if Black plays on the flank, let's react in the centre!) 6... 2e6!? 7.f3! (I was waiting for... 2g7 before playing \$\hat{1}\$h6, and f3 is a useful move to control the centre and help to build a possible future attack with g4!) 7...\$g7 8.\$h6 এxh6 9. 響xh6 公bd7 10. 公d3!± (the knight is well placed here, keeping c6 under control and preparing a future \$\alpha\$(14) 10...\$\begin{array}{c} b6 11.e3 &f5 12. &e2 a6 13.0-0! (all Black's play was geared towards White castling queenside, so changing my plan was a really unpleasant surprise for my opponent) 13...c5 14. 2f4 e6 15.單ad1! (now 皇f5 is in trouble) 15...皇xc2 16.罩d2 cxd4 17.exd4 g5 18.豐xg5 臭g6 19.\(\beta\)c1 \(\beta\)c8 \(20.\beta\)dd1 \(\beta\)d8 \(21.\overline{a}\)f1 \(\beta\)g8 22. 智h6 罩b8 23. 含h1 智d6 24. 罩e1 息f5 25. \(\text{Q} \text{ce2!} \) \(\delta \text{d8} \) 26.g4 \(\delta \text{xg4} \) 27.fxg4 \(\text{Q} \text{xg4} \) White was winning in Kogan-Szekely, Merida 2002.

5.**쌀d2!**

This move was played a couple of times by original players as Gurgenidze in the seventies, and Vorotnikov in the eighties, but rarely in GM games. Somehow it was forgotten, especially after White lost in a game between Yusupov and Kasparov.

For a few years I used to play the 'tricky' 5.e3 line from time to time. This gave me good results, owing to my hidden intentions to attack. For, after \(\ext{\(\text{\(\)}}}\)}} \) e2 and \(\ext{\(\text{\(\text{\(\text{\(\text{\(\text{\(\text{\(\)}}}\)} \) e3 and \(\ext{\(\text{\(\)}}\) e5, I would

suddenly lash out with h4, or play \(\begin{aligned}
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I can't avoid mentioning Kogan-Kobese, Almassora 2000, which went: 5.e3 0-0 6. 2e2 b6 7. 2e5 2b7 8.h4 2bd7 9.h5 a6 10.hxg6 hxg6 11. 2g4 2xe5 12.dxe5 2e4 13. 2f3 f5 14.exf6ep 2xf6 15. 2xe4 dxe4 16. 2h3 2d5 17. 2d1 2b5 18. 2h6 1-0.

Indeed, the title of this chapter was suggested to me after this game by my likeable opponent, the ex African champion IM Watu Kobese. He started joking and called my way of playing 'Tarzan' style. This only proves that Watu is a rare example of a person who accepts losses in a sportive way! So that's why since that game I usually call any direct attack a 'primitive' or 'Tarzan style' one!

Meanwhile my opponents started to prepare for 5.e3, so it stopped to be a real surprise. So. I was looking for another way to surprise my opponents, especially the guys who usually play the King's Indian or the Grünfeld (choosing these lines is normally a sign that they must have a good memory and have prepared long theoretical lines in advance). The story of this line started in the summer of 2000, during a nice sunny vacation in Cannes, when I decided to check 5. 曾d2. I knew the Yusupov-Kasparov encounter, but I couldn't believe that this idea could be so bad since 營d2 followed by 总h6 was such a natural idea - especially for an attacking player like me (at least in my young days). After a few hours of analysis I understood that the whole line is much better than its reputation and with a few new ideas in mind I started to play it with success. Now I am ready to share with you some of my secret analysis. In this article I will help you to understand the main ideas of White's strategy, and I hope to inspire you to adopt this 'SOS killer'!



Section II: 5...6 Section III: 5...0-0 Section III: 5...⊘e4

Section I

GM Cvitan, a big KI expert, once tried **5...c6** but didn't manage to survive White's attack after **6.**②**e5** The young Leko once faced a disaster after 6.**②**h6 **②**xh6 7.豐xh6 e6?! 8.e4 dxe4 9.**②**g5 豐e7 10.**②**gxe4 **②**bd7 11.**②**d3 b6 12.a4 a5 13.0-0 **②**b7 14.**③**fe1±, A.Herzog-Leko, Austrian Staatsliga 1991. **6...②**bd7 7.h4 **②**xe5 8.**②**xe5 h5 9.0-0-0



and White, who was much lower rated, managed to get the better position and to crush a respectable GM:

9...b5 10.f3 響a5 11.a3 息h6 The point was 11...b4? 12.公a2±. 12.e3 0-0 13.雲b1 響b6 14.g4! An important pawn break, confirming that any player to play this line must be ready to sac at least one pawn for the attack!

Section II 5...0-0 6.臭h6



Variation A

8.0-0-0?

8.dxc5! ∰a5 9.0-0-0 ∰xc5? (9...ûe6 10.e4! dxe4 11.∆g5) 10.ℤxd5!! ∆xd5 11.∆g5 ∆f6 12.公ce4! was my secret preparation! Now you know it too!

8... 2g4 9. ₩h4 e5!

This is the point! An incredible trap that is easy to miss.

Gurgenidze-Azmaiparashvili, Tbilisi 1986.

Variation B 6...⊘bd7!? 7.h4!

Direct attack! No reason to be shy on the board. Less active looks 7.鱼xg7 尝xg7 总全5 c6 9.f4 豐c7 10.e3 公e8 11.鱼d3 f6 12.公xd7 鱼xd7 13.e4 e5 14.dxe5 fxe5 with equal chances. Vorotnikov-Heinig, Leipzig 1982.

7... 2e4 8. 2 xe4 dxe4 9.h5



Played à la Tarzan! This is the principled way to continue the attack!

9...exf3 10.hxg6 fxg6

10...hxg6 11.皇xg7 \$xg7 12.\bar{\text{\text{\text{b}}}6+ \$\frac{c}{c}6}6 13.0-0-0!\$ (this was my main idea, the compensation for the piece looks more than enough! The black king seems to be in trouble. For example: 13.e4 e5) 13...fxe2 (13...e6 14.exf3 or 14.gxf3 - it's at least a draw with 14.\bar{\text{\text{\text{b}}}6+} \bar{\text{\text{\text{c}}}67 15.\bar{\text{\text{\text{b}}}6+}+) 14.\bar{\text{\text{\text{c}}}2e2} e6 15.d5 e5 16.d6!\bar{\text{\text{c}}}±.

and in Kogan-Hebert, Salou 2001, I won in few more moves against the solid Canadian IM. The surprise worked very well!

Variation C

6...**公e4!? 7.公xe4 dxe4 8.总**xg7 **當**xg7 9.**公**g5

It seems that White can also fight for the advantage with 9.②e5 c5 10.e3 營c7 and now the improvement 11.營c3 (11.0-0-0 is risky since Black is the first to start an action on the queenside. 11...置d8 gave Black good counterplay in Kogan-Zapata, Havana 2002) 11...f6 12.②c4 cxd4 13.exd4± (rather than 13.營xd4 ②f5 14.②e2 ②c6).

9...\d5



10.c4!

10...灣**xc4** 10...灣f5 11.f3! exf3 12.gxf3 looks nice for White. **11.**公**xe4** as in Prié-Bernard, Cap d'Agde 2006.

So, 10.c4 is an important improvement which gives White a better position.

Variation D

6...b6?! 7.\(\hat{2}\)xg7

An improvement might be 7.h4! or 7.�e5!?.
7...�xg7 8.0-0-0 �b7 9.h4 h5 10.�g5
10.�e5! �bd7 11.∰f4 looks like a better plan to me. 10...�bd7 11.f4 e6 12.e3

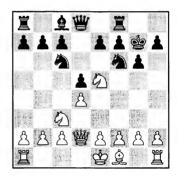
c5 And Black had counterplay in Rakic-Janosevic, Belgrade 1968.

Variation E

Variation F

6...公c6!? 7.≜xg7 當xg7 8.分e5!?

Also logical is 8.0-0-0 2e4 (8...2f5 9.2h4!) 9.2xe4 dxe4 10.d5! exf3 11.dxc6 營xd2+12. ℤxd2 with a better endgame for White.



Variation F1

8...₩d6

This natural move seems to equalize, but I still manage to keep some pressure.

9.f4!

This gains space.

9...\$\text{\$\text{\$\text{\$\text{\$\delta}\$}}}\$ 10.e3 \$\text{\$\text{\$\text{\$\delta\$}}\$}\$ 11.\$\text{\$\text{\$\text{\$\delta\$}}\$}\$ \$\text{\$\text{\$\delta\$}}\$

White is only slightly better, but in Kogan-Santos, Lisbon 2001, I managed to convert this into a win after

12...5 xe5

Here Black could have kept his disadvantage at a minimum with 12...f6! 13.公xc6 豐xc6 14 \(\hat{\psi} \) xe4 dxe4 15 0-0

dxe4 16.罩fb1 營a3 17.罩xb7 罩ab8 18. 基b3! 基xb3 19.cxb3 c5 20.d5

Now White's positional edge is evident.

26.買f1 罩f8 27.d6 e6 28.\$h1

No reason to hurry. The d-pawn is too strong, so no need to protect pawns!

28... *** xa2 29. *** f6+ *** \$\delta g8 30. d7 *** a5

31.**쌀e**7!

Now Black is almost in zugzwang! 31...h5

31... 對d8 doesn't help: 32. 基xf7! wins. 32.h4 a6 33.\(\bar{\pi}\)xf7! \(\bar{\pi}\)a1+ 34.\(\bar{\pi}\)h2

Variation F2

≝xe5+ 35.�h3

One of the world strongest chess players played 8... \$\hat{9}f5!? against me. I continued with the dubious move 9.e3?! The only excuse is that it was the last round of a rapid chess tournament and I had one point more than Vishy(!), so even though I played for win, I didn't want to risk too much - a typical mistake! Otherwise I would surely have played the more natural 9.f3! \delta d6 10.g4 with a nice initiative. 9... **₩d6** I lost after **10. 6 b5?** White could have kept equal chances with 10.f4 or 10.\(\text{\text{\text{2}}} \text{xc6} \) bxc6 11.\(\text{\text{\text{d}}} \text{d} \text{3}. \) 10...\(\text{\text{\text{b}}} \text{b4!} \) A nice trap! Now Black has the initiative! 11.c3 **a5** 12.**2d3 e4** Kogan-Anand, Venaco 2005.

Variation F3 8... 2xe5 9.dxe5 2e4 10. 2xe4 dxe4

Not 12.g3?! 曾b6 13.罩d1 身f5 14.身g2 罩fd8 and Black was slightly better in Bosboom Lanchava-l'Ami, Wijk aan Zee 2005.

12... 9 e6 13. 9 e2 9 b6 14.0-0-0!

14.0-0 \(\text{If} \) d8 15.\(\text{Iad} \) \(\text{Id} \) was equal, Messing-Vukic, Novi Travnik 1969.

14... ad8 15.h4

This seems slightly better for White.

Section III

5...9 e4

Theory considers this as the main move following the examples of Kasparov and Sutovsky. However, please note that Black is exchanging White's badly-placed knight, and is doubling his e-pawn, so White has some positional advantages from now on. Black must try to compensate for them with active play, keeping control of the kevsquare (and pawn) e4.

6.6) xe4

1-0

Lajos Portisch tried the original 6.營e3!? and even got the better position after 6... ②xc3 (6...0-0 might be a try to improve: 7.0-0-0 - 7. ②xe4 dxe4 8. ≝xe4 ②c6! ≅ -7...少c6!? 8.夕xe4 dxe4 9. 響xe4 息f5 10. 響e3 ②b4 11.營b3! a5! where Black has a strong initiative for a small pawn. But there is still a lot of room for improvements) 7. ₩xc3 \(\sigma \c6 8.0-0-0 \(\hat{2}\)g4 9.\(\Delta\)e5 \(\Delta\)xe5 \(\hat{2}\)xe5 \(\hat{2}\)xe5 11.dxe5 \(\) e6 12.e4!, Portisch-Jimenez Zerquera, Varna Olympiad 1962.

6...dxe4 7.9 e5



Variation A

7...c5

A good game was played by one of my talented chess students IM Thal Abergel after the too original 7...b5?!: 8.e3 a6 9.豐c3! 0-0 10.公c6 公xc6 11.豐xc6 急e6 12.急e2 急d5 13.豐c5 豐d7 14.b3 罩fc8 15.c4 急c6 16.0-0 e6 17.罩fd1 急f8 18.豐g5± Abergel-Spielmann, France 2004.

Another talented player I trained is WGM Tea Bosboom Lanchava. She also used my surprise weapon with success.

8.e3 0-0 9.c3

Also possible is 9.0-0-0 but Tea wanted to keep the possibility of 0-0, depending on Black's plan.

9...cxd4?!

9... ≜e6 looks better.

10.cxd4 b6 11.皇c4 皇b7 12.0-0 全d7 13.全g4 罩c8 14.豐e2 宇h8 15.罩fd1 f6 16.h4 f5 17.全e5 全xe5 18.dxe5 豐e8 19.e6 罩c5 20.罩d7

With a clear edge in Bosboom Lanchava-Zaksaite, Gothenburg 2005.

Variation B

7...9d7

This was Sutovsky's choice, and it is a logical move that I faced a few times.

8.6 xd7!

After some experience I believe that this is the safest way for an advantage.

● But you can also check 8. h6. This move was considered the main one until a talented Norwegian player found a refutation at the board. 8... hete less accurate, but played by Sutovsky, was 8...0-0. After the logical improvement 9. hete less accurate, but played by Sutovsky, was 8...0-0. After the logical improvement 9. hete less accurate, but played by Sutovsky, Rishon-le-Zion 1995, went 9. hete less accurate, have less accurate, hete less accurate, hut played hete less accurat

get a nice edge thanks to a better pawn structure and a safer king! Kogan-Blot, France 2002/03) 9.豐xh6 公xe5 10.豐g7! (10.dxe5? 豐d5 is better for Black) 10... 這f8 11.豐xe5 豐d6! and suddenly White can't take on e4 because of 豐b4 check, but otherwise the endgame is only about equal. Kogan-Trygstad, Oslo 2002.

8... wxd7 9.e3 0-0

An interesting line is 9...c5 10.dxc5! $\frac{1}{2}$ xd2+11. $\frac{1}{2}$ xd2 $\frac{1}{2}$ xb2 - 11... $\frac{1}{2}$ g4 12.c3 $\frac{1}{2}$ - 12. $\frac{1}{2}$ b5+! $\frac{1}{2}$ d8? - 12... $\frac{1}{2}$ f8 13. $\frac{1}{2}$ ab1 $\frac{1}{2}$ g7 14.c6! - 13.c6! threatening mate in one, and this gives White a clear edge.

And here I had prepared an improvement I could use against the Grünfeld expert Krasenkow, but unfortunately after getting the better position I went wrong later on and even lost. Anyway, it was not because of the opening(!):



10. **營c3!**

With this strange move White activates his queen, prevents counterplay with ...c5 for some time, and attacks c7. So White wins time to finish his development and owing to his better pawn structure gets a nice edge.

- 10.單d1 b6?! (10...c5! 11.c3 營d5! was what I was worried about) 11.鱼e2 鱼b7 12.0-0 罩ad8 13.營b4 was a game that proved White's edge in this pawn structure Salguero-Caputo, San Rafael 1992.

- 10.0-0-0?! 營a4 11. \$\displaystyle{c5}\$! was Black's idea.

10...c6 11.全e2 Also interesting seems 11.0-0-0, or even 'à la Tarzan' 11.h4!?. 11...b6 12.營b3?! There where more attractive ways for White, make your own choice: 12.全e5!?生; 12.0-0-0 c5 13.h4 or 13.全e5生; 12.a4!? c5 13.全e5!; or even 12.營a3!?. 12...營f5! If 12...全b7 then 13.c3. 13.c3 13.0-0-0 全e6 14.c4 b5! and Black has counterplay. 13...c5 Kogan-Krasenkow, Sanxenxo 2003, and thanks to the threat of taking twice on d4, Black gains the time to create serious counterplay.

Variation C

7... 9 e6!?

By developing his bishop Black threatens ...f6 trapping the knight in the centre!

8.e3

Never tried but deserving of serious attention is 8.0-0-0!? f6 (8...c6 9.e3) 9.d5!.

8...5 d7

9.9 c4

Too risky is 9.營b4!? c5 10.營xb7 公xe5 11.盒xe5 盒xe5 12.dxe5 0-0 13.營xe4 罩b8! with nice compensation. White develops too slowly.

Another one of my ideas to improve on White's play was 9.②xd7 營xd7 10.營b4! when White's ideas consist of preventing ...c5, attacking b7, and keeping a better pawn structure. A logical plan would be 全e2, 0-0 and c4.

9...0-0

This was played by Kasparov, and although he 'only' got equal chances he managed to outplay his solid opponent and win to influence the history and the bad reputation of this line, at least till now!

On 9... △b6 10. △a5! \(\mathbb{Z}\) b8 11.c4! looks better for White. Here I also thought about another secret improvement...



10.d5!?

The famous Kasparov game went 10.\(\hat{\mathbb{L}}\)e2 \(\hat{\mathbb{L}}\)xc4 11.\(\hat{\mathbb{L}}\)xc4 e5 12.dxe5 \(\hat{\mathbb{L}}\)xe5 when Black had solved all opening problems and went on to win: 13.\(\hat{\mathbb{L}}\)b3 a5! 14.a4 \(\hat{\mathbb{L}}\)d7!? 15.0-0-0 \(\hat{\mathbb{L}}\)c5, Jussupow-Kasparov, Belfort 1988.

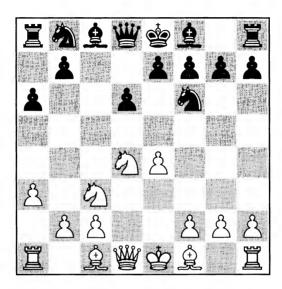
10...臭f5 11.0-0-0 **公**b6 12.h3!

With the idea of g4, or even 12.f3!? and pressing e4. This was one of my ideas to improve for White, but I can't show you all my secret cards yet, right? Anyway it made me to feel that the line is playable after all, what about you?

CHAPTER 7

Jeroen Bosch

Making Short Work of the Najdorf



6.a3 - cheekily echoing 5...a6

The 1.e4-player's greatest challenge remains the Sicilian, and within the Sicilian labyrinth the Najdorf still heads the charts. Preparation is essential in Fischer's, Kasparov's and Topalov's favourite opening, but the task facing White in the Najdorf is nothing short of tremendous. And, even when you have managed to learn all necessary lines by heart (and have kept up with the latest developments as well) there is little chance of an opening advantage. In SOS-5 I have advocated 6.營f3!?. This early queen move is a good surprise weapon, but against the Najdorf it makes sense to have something else up your sleeve as well.

My suggestion this time is 6.a3, cheekily

echoing 5...a6. However, there is more to 6.a3 than a provocative copying of Black's previous move. First of all the little pawn move has been played by Nigel Short, and by Najdorf-expert Semen Dvoiris. Secondly, if you think about it, why is 5...a6 such a great move? It does not develop a piece, nor does it, at first sight, increase the second player's influence in the centre. Now, 5...a6 is a useful move because it covers the b5-square. Thereby Black prepares to play in the centre with ...e5 (the immediate 5...e5 is well-met by 6. \$\oldsymbol{2}b5+), and he also prepares typical Sicilian queenside play with ... b5 and ... \cong c7. White's 6.a3 is equally prophylactic in nature. White covers the b4-square (but usually does not intend to play b4!) thus preventing a future ...b5-b4. Most importantly, White allows Black to play his Najdorf move 6...e5 aiming to prove that the d5-square is weak by playing the bishop moves $\triangle f1$ -c4 and $\triangle c1$ -g5 in one go (compare this to $6.\triangle e2$ e5 and $6.\triangle e3$ e5). In this way 6.a3 could turn out to be an useful extra move in a familiar position.

Clearly, 6.a3 should not be compared to Fischer's 6.h3 but to 6.a4 which is a credible sub-variation against the Najdorf. Our present subject is modest, but leaves no weaknesses, while 6.a4 gains more space but the b4-square may become a problem. Enough words for now, the proof of the pudding is in the eating!

☐ Semen Dvoiris

Alexander Vaulin

St Petersburg 1999

1.e4 c5 2.**ົ**∆f3 d6 3.d4 cxd4 4.**҈**\xd4 **△**\f6 5.**△**c3 a6 6.a3 e5

Accepting the challenge and Black's most popular answer in (the limited) practice. Another Dvoiris outing saw Black continuing with: 6...b5 (ambitious, because if White now continues with 7.\$\oldsymbol\cdot g5\$, 7.\$\oldsymbol\cdot e3\$, 2.\$\oldsymbol\cdot e3\$, 2.\$\oldsym

White has a pleasant edge, and we could end the game fragment here were it not for Dvoiris's 17th move which demonstrates how flexible the mind of a grandmaster is. 14... 全xf5 15. 基xf5 營d6 16. 營f1 基ac8 17.a4! b4 18. 公d1 a5 19.b3 (White has gained control over the c4 and b5-squares) 19... 公fd7 20. 全b2 g6 21. 基f3 公c5 22. 公f2 公e6 23. 公g4 and White had play in the centre, on the kingside, and on the queenside in Dvoiris-E. Pähtz, Cappelle la Grande 2001. 7. 公f3

The most natural move. Ideally White will continue with 25 (xf6), 24, and 24-1-2 when all his minor pieces cooperate in controlling d5. That does not mean to say that there are no alternatives for the text. White can also play:

- 7. ②de2 when Aleksic-Isonzo, Catania 1999, continued 7...b5?! (7....ଛe6) 8. ଛg5 ②bd7 9. ②d5 ଛe7 10. ②ec3 (10. ②xe7! xe7 11. ②c3 or 11. ②g3) 10...ଛb7 (10... ②xd5! 11. xd5 ②b6) 11. ଛxf6 ②xf6 12.a4!? with a very slight edge.
- Aggressive, and worthy of further analysis, is 7. ∅f5!?



Now the lines fork:

- 7... ②e6?! 8. ②g5 營b6 and now instead of 9.b4 (Nisiotis-Katsimihas, Glifada 1999) White has the simple 9. ②xf6 gxf6 (9... ②xf5 10. ②d5) 10. ②e3 with a positional advantage in this Sveshnikov type of structure. Note that 10... 營xb2? is wrong because of 11. ②ed5.
- 7... ②xe4?! sharp, but insufficient 8. ②xg7+

盒xg7 9.②xe4 d5 (9...0-0!?) 10.盒g5! 豐a5+ (10...f6 11.豐h5+ 當f8 12.盒e3) 11.b4 豐c7 12.豐xd5 and Black does not have enough for his pawn.

- 7... ②xf5 8.exf5 d5 (8...h6 9. ②c4) 9. ②g5 with interesting play. Here it is important that Black cannot play ... ②b4.
- Bestis 7... d5 8. ②g5 (8. 營f3) 8... d4 (this is

– Bestis 7...d5 8. $\mbox{$\triangle g}$ 5 (8. $\mbox{$\mbox{$\mu}$}$ f3) 8...d4 (this is more accurate than 8... $\mbox{$\triangle x}$ f5 9. $\mbox{$\triangle x$}$ f6! – 9.exf5 d4 – 9...gxf6 10.exf5 d4 11. $\mbox{$\triangle e$}$ d4 when the knight is well-placed on e4, compare below) 9. $\mbox{$\triangle x$}$ f6 gxf6! (9... $\mbox{$\mu$}$ xf6 10. $\mbox{$\triangle d$}$ 5 $\mbox{$\mu$}$ ca and now 11. $\mbox{$\mu$}$ f3 or 11. $\mbox{$\mu$}$ g4) 10. $\mbox{$\triangle e$}$ 2 $\mbox{$\triangle c$}$ 6 (10... $\mbox{$\triangle x$}$ f5 11.exf5 and Black is OK) 11. $\mbox{$\triangle e$}$ 9. $\mbox{$\triangle e$}$ 7 12. $\mbox{$\triangle x$}$ 9. $\mbox{$\mu$}$ 8 with about equal chances in a complex position, Ramesh-Arun Prasad, Hyderabad 2006.

7...⊮c7



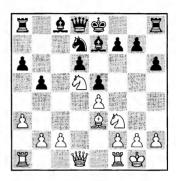
This is more than just a characteristic Sicilian move. Black prevents \(\extstyle c4, \) and already steps out of a future pin with \(\extstyle g5. \)

Black can also prevent the other bishop move with 7...h6 8.\(\text{\(\text{\(2}\)}\)c4 and now:

- 8...豐c7 9.皇b3 皇e6 10.0-0 ②bd7 11.②h4! by analogy to the great game Balashov-Sunye, Wijk aan Zee 1982, which started with 6.a4.

- 8... âe6 is met by 9. âxe6 fxe6 10.0-0 âe7 11. ②h4! all such lines can be compared to the existing theory on 6.a4. White is better

after both 11... 曾行 12.f4 exf4 13. 全xf4 g5?! 14.e5! and 11...0-0 12. 全g6 買行 13.f4 exf4 14. 全xf4.



Note that 7... 2e7 should be met with 8.2g5 2e6 9.2xf6 2xf6 10.2d5 2d7 11.2c4 rather than with 8.2c4 2e6 9.2xe6 fxe6 10.0-0 0-0 11.2g5 ≝d7.

8.**≜**.d3

This is not the most natural move, but Dvoiris has his own interpretation of such positions. Not wishing to exchange his c1-bishop he prepares \triangle d2-f1-e3. Clearly, 8. \triangle g5 is worthy of our attention too. Let us investigate 8. \triangle g5 \triangle bd7 (not 8... \triangle e7 9. \triangle xf6 \triangle xf6 10. \triangle d5 Θ d8 11. \triangle c4). Now, in the 'main' line of 6.a4 White always plays 9. \triangle d2 – planning \triangle c4 – and this is interesting here too. In the limited practice of 6.a3 only 9. \triangle e2 and 9. \triangle d3 have been tested:

- 9. 2e2 2e7 10. 2d2 2b6 (probably not

the best move, but Gligoric may be forgiven for overlooking White's next. If 10...b5, then 11.\(\Delta\)f1 \(\Delta\)b7 12.\(\Delta\)e3!, perhaps simply 10...h6!?)



11.a4! (well done! After 6.a3, Djurasevic shows no inhibitions about pushing the a-pawn only five moves later. White gains a marked space advantage on the queenside with tempo) 11... 鱼 6 12.a5 ②bd7 (12... ②c4?! 13. ②xc4 鱼xc4 14. 鱼xc4 舋xc4 15. 墨a4 刪c6 16. 鱼xf6 鱼xf6 17.0-0 gives White a tremendous position — good knight versus bad bishop, a weak d5-square and space on the queenside) 13. ②f1 0-0 (13... ②c5 14. 鱼xf6 鱼xf6 15. ②e3) 14. ②e3 b5?! 15. axb6 灃xb6 16 墨b1 罩fb8 17.0-0 and White eventually converted his positional edge in Djurasevic-Gligoric, Belgrade 1954.

The position is about equal, but Black slowly started to turn things in his favour with: 19...d5!? 20.其fel (20.公xd5 公xd5 21.exd5 f5; 20.exd5 f5) 20...公xg3 21.豐xg3 dxe4 22.全xe4 罩ad8 23.全d3 (23.a4!)

By the way, this game was played 8 days after Andrey Zhigalko (a Najdorf player himself) had suffered a crushing defeat at the hands of Nigel Short—see the next game. So, obviously impressed he decided it to try it out and found himself again at the receiving end. Despite the result in this game it is clear that 8.2 g5 is a serious alternative for Dvoiris's 8.2 d3.

8...h6

Now that White has refrained from 8.2g5, Vaulin decides to prevent this move once and for all. Of course Black can also go for moves like 8...2e7, 8...2e6, or 8...2bd7 when it would be interesting to know whether Dvoiris would have gone for 9.2g5, or would have stuck to his plan in the game with 9.2d2.

Preventing 10. ②c4, but this has little consequence since White might just as well go to f1



10.夕f1 g6?!

I don't like this fianchetto, but maybe White is somewhat better in all cases. The freeing

advance 10...d5 gives White a slight edge after 11.exd5 ②xd5 12.②xd5 ③xd5 13.②e3 followed by castling after either 13....④e6 or 13...④c6. Likewise, 10...④e7 11.②e3 ②bd7 12.0-0 0-0 13.②ed5!? (13.豐f3) 13...④xd5 (13...②xd5?? 14.exd5+-) 14.exd5 appears to be better for White. In this last line White should not play 14.②xd5 ②xd5 15.exd5 f5 though.

11. 2 e 3 ê g 7 12.0-0 bd7

Black's position looks fairly harmonious, but it is difficult to improve his position. In the coming middlegame Dvoiris is happy to prevent his opponent from freeing himself (...d6-d5) and slowly outmanoeuvres him. Note that compared to the positions after 8. \(\hat{2}\)g5 when often a pair of minor pieces will be exchanged, here all minor pieces remain on the board for some time. White's bishop may look passive on c1, but in principle this is a good piece and his future will come (think of the closed Ruy Lopez). Black on the other hand is stuck with a fianchettobishop that is inhibited by his own structure, although, admittedly, this means that f4 is never a plan for White since it would free the 'monster' on g7.

13.f3 0-0



Understandably Black refrains from 13...b5 as 14.a4 b4 15.\(\triangle\)cd5 \(\triangle\)xd5 16.exd5 fixes some light-squared weaknesses in his camp.

Still, the position would have remained complex, and in the game Black drifts into passivity.

14.a4!

Again we see that after playing 6.a3 White is not obliged to leave the pawn there for the rest of the game.

14... ac8 15. af2

Slowly regrouping his pieces with £f1 and £d2.

15...罩fd8 16.臭f1 營c5

Black's position is not all that much worse, but it is difficult for a human being to play such positions without any prospects of active counterplay. One of the problems is that ...f5 will never be on the cards since moving the f6-knight means relinquishing the already weak control of d5 (🖾 d5 would immediately follow).

Instead of the text, 16... 豐a5 was a better move. Obviously, White cannot take on d6 (17.豐xd6?? ②c5 18.豐xe5 ②h5). Meanwhile, a5 is mechanically prevented, and an exchange sacrifice is threatened. In case of 17.豐e1 Black has 17...d5. After 17.置a3 ②b6?! 18.②d2 豐c5 19.a5 ②bd7 Black has gained nothing, but stronger is 17...②f8! when active possibilities are in sight.

17.a5 \$h7 18. e1 智a7

Black cannot free himself with 18...d5 as the resulting position after the forced 19. ②exd5 ②xd5 (19... ②xd5 20. ②e3 豐c6 21. ②xd5 is identical) 20.exd5 ②xd5 21. ②e3 豐c6 22. ②xd5 豐xd5 23. ②d2 is clearly advantageous for White. The immediate 18...h5 makes sense though.

19.\$\psi\$h1 h5 20.\bar{\textsf{\textsf{Z}}}d2 \psi\$c5 21.\bar{\textsf{\textsf{Z}}}d1 \psi\$c6 22.\bar{\textsf{\textsf{Z}}}a3 \hat{\textsf{\textsf{L}}}h6

Dvoiris, in true Karpovian style, has manoeuvred better than his opponent, and has preserved a pleasant edge.

23.∕∆a2

Ready to gain more space with c4 and b4. Sometimes 4b4 or \$\mathbb{I} c3\$ are strong moves

too. At the same time this is an interesting psychological moment: White is relaxing his control over d5, giving Black the opportunity to finally break free.



23... \(\hat{2} \) xa2!?

Understandably, Black no longer sticks to his (passive) guns. Instead, 23... ②xe3? fails to the intermediate 24. ②b4! (24. ②xe3 營xc2 was the idea) 24... 營c7 25. ②xe3.

24.\(\beta\)xa2 \(\hat{\pm}\)xe3 25.\(\hat{\pm}\)xe3 d5

This was Black's intention when he traded his two bishops for the White knights which had been controlling d5 for so long. Just bad is 25... 響xc2 26. 屬xd6.

26.exd5 **②xd5** 27.**≜g5?**!

Stronger is 27. 2g1.

27...f6 28.c4!



28... 2e7 29. 2e3 2f5 30. 2f2 2c5

31.b4

With two bishops and a queenside majority it is now clear why Dvoiris has allowed Black to free himself. Still, Black has counterplay and can be happy with his decision to take on a2.

31... ⊈xd1 32. ₩xd1 ᡚe6 33. ⊈d2 ᡚfd4 34.f4



34...罩f8

White wins after 34... ②xf4 35. ②xd4 exd4 36. 〖xd4 ②e6 37. 〖d6 營e8 38. 〖d7+.

35.含g1 單f7 36.營e1 營d6 37.c5 營d5 38.fxe5 fxe5 39.全e3?! 營e4 40.全d3 營g4 41.含h1 公c6

41... \triangle f5! 42. Ξ e2 h4 with counterplay and only a slight edge for White.

42.罩b2 公ed4 43.h3 營e6 44.枲e4 營c4 45.�h2 �g7

45...罩f1 46.營d2 gains nothing.

46.皇f2 宫h7 47.皇b1!? 罩d7 48.營e4 營e6 49.皇e3 ②f5 50.b5!

Making progress on the queenside.

50...axb5 51.罩xb5 營f7 52.臭g5 罩d4 53.營f3 罩d7 54.罩b6

White is winning now.

54...公cd4 55.營e4 公e6 56.总a2! 公fd4 57.总e3 營e7 58.營xe5 營xc5 59.莒xe6 公f3+ 60.gxf3 莒d2+ 61.☆g3 1-0

Despite the inaccuracies an impressive game by Dvoiris.

In the following (rapid) game we see how Nigel Short makes short work of Andrey Zhigalko's Najdorf. In the notes you will find an internet blitz game by the same Short against Peter Heine Nielsen, and a serious tournament game against Indian GM Sandipan.

☐ Nigel Short■ Andrey Zhigalko

Warsaw rapid 2004

1.e4 c5 2.∅f3 d6 3.d4 cxd4 4.∅xd4 ⊘f6 5.∅c3 a6 6.a3 e6



Black avoids the true Najdorf thrust and prefers a 'Scheveningen' reasoning that ...a6 will be more useful than a3. Indeed, ...a6 is nearly always played, while some players prefer set-ups with a4 (to prevent ...b5 for the time being) to those with a3 (to prevent ...b4, and ... \(\delta\) b4).

The classical 6... \(\tilde{2}\) c6 is unpopular with Najdorf players. White can go for the Sozin with 7. \(\tilde{2}\) c4 when a3 is moderately useful. Also possible is 7. \(\tilde{2}\) e2 but I would not really recommend it since apart from 7... e6, Black can also play 7... e5 and 7... g6.

An important option is 7.f4 when Black can go for 7...\(\hat{2}g4!?\) (7...e6 and now 8.\(\hat{2}e2\) or 8.\(\Delta f3\) followed by \(\hat{2}d3\); alternatively there

is 7...e5 8.公f3 单g4 9.鱼e2 鱼e7 with interesting play) 8.公f3 g6 9.h3 鱼xf3 10.豐xf3 鱼g7 11.鱼d3 0-0 12.0-0 when both sides have their chances. Note that a3 is a very useful move in this type of position.

However, the most important alternative for 6...e5 and 6...e6 is the Dragon-like 6...g6 since White has played a3 it makes less sense to go for queenside castling, hence play continues with 7.皇e2 皇g7 8.0-0 0-0 9.皇e3 (Also playable is 9.皇g5 公c6 10.公b3 皇e6 11.f4 b5 12.皇f3 置c8 13.公d5 公d7 14.c3 J.Littlewood-King, British Team Championship 2004/05) 9...公c6 10.f4



Now Short-Nielsen, playchess.com Internet 2004, went 12. ②xd8 ②xd1 13. 置axd1 置fxd8 ½-½. If White wants to play he should try 12. ②xe7+ 營xe7 13. 營xe2 when Black must play 13... 置ae8!—13... ②xe4 14. ②d5 is better for White—when 6.a4 Najdorf theory gives 14. ②d4 ②xe4 as equal. My recommendation is 14.e5! dxe5 15.f5, something I have played in the position with the a-pawn on a4, when my opponent (German IM Michael Hoffmann) played 15... 營b4!?. Need I say more?

7.f4

Short deliberately plays this active move

rather than the Scheveningen with 7.\(\hat{L}\)e2. His idea is to play \(\hat{L}\)d3, when White may well find himself a tempo up on traditional Scheveningen lines where he plays \(\hat{L}\)e2-d3 at some point. Thus, White would gain the useful a3 in the process!

7...≜e7

In Gibraltar 2006, Short had to face 7...b5. He went for immense tactical complications with 8.盒d3 ②bd7 9.0-0 g6 10.f5!? 豐b6 11.盒e3 e5 12.fxg6! hxg6 (12...exd4 13.gxf7+ gives White a winning attack) 13.②f5



13... ac5 14.b4 (a less violent attempt to refute Black's risky play is 14. 2g3 2g4 -14... **Qh6!**? 15. **Qf2**; 14... **Yd8** 15. **Yf3+--**dxc5 16. 公d5 (16.exf5 息b7 is fine for Black) 16... 公xd5 17. 单xb5+ (the point of Short's play) 17...axb5 18.\daggerard xd5 f4 (Sandipan returns material to fend off the attack, meanwhile he could have gone for 18... \begin{aligned}
b8! 19罩ad1 and now not 19... e7 20. yc6+ \$\delta f8 21.\delta h6+ but 19...f6! a heroic non-human defence) 19. 響xa8 響b7 20. 響xb7 এxb7 21. 全d2 总xe4 (Black has more or less sufficient compensation) 22.\(\bar{2}\)ab1 \(\delta xc2 \) 23. \(\bar{L}\) xb5 \(\hat{L}\) d6 \(24. \(\bar{L}\) c1 \(\hat{L}\) f5?! \((24...\) \(\hat{L}\) g6) 25.\(\mathbb{Z}\)bxc5 (returning the exchange for a better ending) 25...\(\hat{2}xc5+\) 26.\(\bar{2}xc5\) f6 27. 皇xf4! 曾行 28. 皇d2 Short eventually managed to convert his slight endgame advantage into the notorious rook and bishop versus rook ending.

Nevertheless, a draw was the final result after 124 moves, Short-Sandipan, Gibraltar 2006.

8.âe3 2c6 9.âd3 0-0

Of course not 9...⊌b6?? since 10.△f5 ₩xb2? 11.△a4 traps her majesty. 9...e5 now or on the next move is possible though somewhat better for White.

10.0-0 **曾c7**

Since this is a rapid game we should not criticize Zhigalko's play too severely. In the end he loses because he plays too many 'natural' (superficial) moves. One way to take advantage of the bishop on d3 was 10...\(\Delta\xd4!?\) 11.\(\Delta\xd4 e 5\) when 12.fxe5 dxe5 13.\(\Delta\xec xe5?\) is bad due to 13...\(\Delta\zec g4.\)

11.⊈h1



11...b5 12.營f3 息b7 13.罩ae1

Short does not hide his intentions and has developed his pieces in the most aggressive way. A kingside attack will follow, and therefore Black's next move is out of place.

13... 公d7? 14. 營h3

Eying h7 (the threat is 15.e5), but also e6 (thus preparing 15.f5). It is hard for Black to prevent both.

14...Øc5

To prevent 15.e5 because of 15... 2xd3. In-

stead 14...②xd4 15.\(\hat{2}\)xd4 \(\Delta\)c5 (15...e5 16.\(\Delta\)d5!) 16.f5 transposes.



15.f5! ②xd4

White is also better after 15... ②xd3 16.cxd3 ②xd4 17. ②xd4 e5 18. ②e3.

16. £xd4 e5

Closing one diagonal, but with his subsequent moves Short deftly demonstrated that the b1-h7 diagonal can be opened.

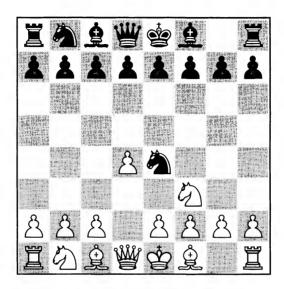
17.≜xc5! dxc5



18.f6! 息xf6 19.分d5 營d6

20.基xf6! gxf6 21.營h6 1-0

CHAPTER 8 *Adrian Mikhalchishin*The Döry Defence



1.d4 \$\hat{1}\$f6 2.\$\hat{2}\$f3 \$\hat{2}\$e4

From chess history it is well known that wealthy patrons sometimes had as their hobby the playing and studying of a favourite variation, and they were very happy to sponsor theme tournaments with the participation of great players. We might think of the tournaments of Isaac Rice, where the gambit named after him was tested.

With the opening of Baron Ladislaus Döry the situation was slightly different – the Baron was a remarkable chess enthusiast, who helped to organise many tournaments in Vienna. Both during his lifetime, and after his death tournaments were arranged in his name. In one of them – Vienna 1937 – the Döry Defence 1.d4 ②f6 2.②f3 ②e4?! was

tested. The point of the second move lies in the subsequent exchanges after a future ... \(\hat{D} \) b4. The Baron played his 2... \(\hat{D} \) e4 for the first time in an official game in 1923.

In modern chess hardly anyone plays this, but the idea of the defence is not altogether stupid. It is surprising that in this tournament the winner was none other than the great Paul Keres, who was already among the top five players in the world. It is interesting to see how the great Estonian played this opening for both one side and the other.

Wiener Schachzeitung reports some interesting details – the tournament was visited by Emanuel Lasker and his wife. Interestingly, Lasker had been deprived of his German citizenship, he had left the USSR, and he was probably on his way to the USA. How did all this happen? Lasker was not very fond of Austria, because Rothschild (a sponsor of Austrian tournaments before the First World War) had refused to be a patron of his match with Schlechter.

Other guests of the tournament were the Yugoslav grandmasters Milan Vidmar and Vasja Pirc.

□ Paul Keres■ Wolfgang Weil

Vienna 1937

1.d4 @f6 2.@f3 @e4 3.@fd2

● It looks much more logical to play 3.\(\Delta\)bd2 d5:



- 4.②xe4 dxe4 5.②g5 f5 6.e3 e67.h4 ②e7 (I think that the plan of 7...②d6 8.②c4 營f6 was better, when Black may even castle queenside) 8.②c4 ②xg5 9.營h5+ g6 10.營xg5 營xg5 11.hxg5 with an obvious advantage in the ending, Keres-Podhorzer, Vienna 1937.
- If White plays more modestly: 4.g3 c5 5.dxc5 ②xc5 6.ଛg2 ②c6 7.0-0 e5 8.c4 d4?! 8... ②e6! is stronger) 9.b4! ②d7 10.b5 ②a5 11.②e1!? ②e7 12.f4 (12.②d3!? and then 13.f4 is more interesting) 12...exf4 13.罩xf4

- 0-0 14.罩f1 ②e5 15.逾b2, Podhorzer-Keres, Vienna 1937, and here 15...逾e6 or 15...豐b6 was correct, with the better game.
- 3.盒f4 d5 is very quiet (also possible is 3...c5 4.d5 營b6 5.營c1 e6 6.c4 盒e7 7.②bd2 公xd2 8.營xd2 d6 9.e4 e5 10.盒e3 f5 11.exf5 盒xf5 and Black has no problems, Podhorzer-Weil, Vienna 1937) 4.e3 盒g4 5.c4? (5.h3! should be included) 5...e5! 6.盒xe5 盒b4+ 7.②c3 公xc3 8.營b3 公xa2+9.壹d1 dxc4, with advantage to Black, Becker-Keres, Vienna 1937.
- Of course, 3.c4 is very logical, and now Black can play 3...e6, which is considered later, or continue in the spirit of the Döry Defence with 3...d5!?, as the German player Berthold Bartsch played several times. And now there are the following possibilities:



- 4.②c3 ②xc3 5.bxc3 e6 (the immediate 5...c5!? is also possible) 6.g3 c5 7.cxd5 營xd5?! (after 7...exd5!? Black has no problems) 8.②g2 cxd4 9.cxd4 ②b4+ 10.③d2 ③xd2+ 11.營xd2 ②c6 12.0-0 營a5 13.營b2 with a serious advantage for White, Aseev-Bartsch, Neu-Isenburg 1992.
- 4.鱼f4 e6 5.e3 c6?! (5...c5!? is obviously better, or even 5...鱼b4+6.②bd2 g5!) 6.鱼d3 豐a5+ 7.②fd2 ②xd2 8.②xd2 dxc4 9.鱼xc4 鱼b4 10.e4 0-0 11.0-0 ②d7 12.e5! 鱼xd2 13.鱼xd2 豐b6 14.豐g4! with a strong attack for White, Klinger-Bartsch, Zürich 1990.

3...d5 4. 2xe4 dxe4 5. 2c3 ≜f5



6.q4!

In the style of the young Keres, although in that tournament everyone played this! More restrained is 6.g3 e6 7. ≜g2 ≜b4 with a normal game.

6...≜xg4 7.≜g2

Against Becker Keres played 7.②xe4, but after 7...e5! 8.dxe5 豐xd1+ 9.曾xd1 ②c6 10.f4 0-0-0+ Black had an excellent game.

7...e6

Black played simply in the following game: 7...f5 8.\(\hat{o}\)f4 e6 9.f3 exf3 10.exf3 \(\hat{o}\)h5, Becker-Podhorzer, Vienna 1937, and here after the correct 11.\(\psi\)e2 the play is very obscure, but it is clear that White has the initiative.

8. 2xe4 2c6 9.c3 ≜h5?

Keres recommended 9...全f5, but 9...曾d7 was also interesting.

10.營b3 罩b8 11.鱼g5! 營c8

If 11... de7 Keres had prepared 12. dxe7 we7 we7 13. 2 g3! − a double attack.

12.ℤd1 Ձg6 13.c4

White had another way of strengthening his position: 13.d5 exd5 14.豐xd5 and now Black should not fall for 14... 全xe4? 15.豐xe4+豐e6 16.全h3!—a nice trick!—but play 14... 豐e6.

13... ②xe4 14. ②xe4 ②e7 15. □g1 ②xg5 16. □xg5 g6

If 16...0-0 Keres was ready to 'kill' his opponent by 17. 鱼xh7+! 含xh7 18. 營h3+ 含g8 19. 營h6 g6 20. 區d3 with a mating attack.

17. **肾h3**

17.d5! was even better.

17... **省d8!**

It is time to return the queen to the defence.

18.罩g3 營f6 19.d5 包e5 20.營h6 當e7 21.b3 罩hd8 22.f4 包d7 23.dxe6



23...5 c5!

Interesting counterplay. Now Keres gets himself lured into sacrificing a piece.

24.皇d5 c6 25.exf7 cxd5 26.草e3+ 曾xf7 27.豐xh7+ 曾f8 28.cxd5 草e8 29.草g3 豐xf4!

Black is quite right to fearlessly open the f-file.

30. 章d2 響f7

30... ②e4? 31.罩f3 豐xf3 did not work, as White would interpose 32.豐h6+!.

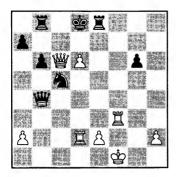
31. 營h8+ 含e7 32. 營d4 b6?

After 32... \$\delta d6!\$ Black has a very solid position.

In the event of 36... 2d7 the black king would have been detained in the centre.

37.b4 營h4+ 38.全f1 營xb4 39.營c6+ 全d8 40.d6?

Bravely but foolishly avoiding the draw by perpetual check with 40.\delta\delta+.



40... \□b7?

After 40... \(\mathbb{Z} \colon 8\)! White would have been unable to save the game.

41.d7 ②xd7! 42. 萬xd7+ 萬xd7 43. 營a8+ **\$e7?!**

The alternative 43...\$c7 would have ensured a draw.

44.\(\bar{\pi}\)e3+ \(\phi\)f6?

This time it was imperative to go in the other direction - 44...\$d6!?.

45.₩xe8 ₩d4 **\$q5** 47. **營xq6+**

Black resigned.

Similar to the line 1.d4 Ø f6 2.Ø f3 Ø e4 is 1.d4 ∅f6 2.c4 e6 3.∅f3 ∅e4. None other than the fourth World Champion, Alexander Alekhine, played like this.

☐ Ernesto Rotunno

■ Alexander Alekhine

Carasco 1938

1.d4 Ø f6 2.c4 e6 3.Ø f3 Ø e4!?

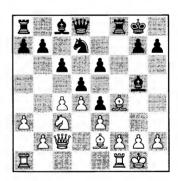
It is interesting that Alekhine first made this move back in 1922.

4.9 bd2

Against Marshall in New York in 1927 Alekhine himself played more cunningly: 4.公fd2 息b4 5.豐c2 d5 6.公c3 f5 (it was better to play 6... (2xc3 7.bxc3 \(\frac{1}{2}\)e7)



7. 2 dxe4 fxe4?! (to me it seems more sensible to capture with the other pawn -7...dxe4!?) 8.2f4 0-0 9.e3 c6 (too passive – clearly better was 9...c5!? 10.dxc5 d4 11.0-0-0 d3 with a complicated game) 10. \$\frac{1}{2} \cdot 2 \dd 7 \dd 11. a3 \frac{1}{2} \cdot e7 \dd 12. 0 - 0 \frac{1}{2} \cdot g5 \dd (Black) must try to exchange bishops, but all the same White has an appreciable advantage)



13.f3! (a good temporary pawn sacrifice) 16. \(\mathbb{I} \) xf1 e5!? (how else can he complete the development of his pieces?) 17.\d2!c5 (another tactical stroke, but it does not help greatly) 18.dxe5 d4 19.\(\psi\)f4! dxc3 20.\(\psi\)f7+ 當h8 21.bxc3 營g8 22.營e7 h6 (Black simply has no moves) 23.\(\hat{2}\)h5 a5 24.e6 g6 (24...\(\Delta\)f6 25. 盒f7! 營h7 26. 基xf6! gxf6 27. 營f8+ also

4...f5 5.\geqc2

5...d5 6.e3 2d7 7.2e2 c6 8.0-0 2d6 9.b3 0-0 10.2b2



10...\∰f6!

Black defends his e5-point and prepares an attack on the kingside. He has obtained an excellent Stonewall.

11.g3

The knight at e4 must somehow be tackled, but the immediate 11. De1 with the idea of 12.f3 seemed too passive to White.

Radically forestalling the opponent's play on the kingside.

14...âd7 15.2xe4 2xe4 16.âf3 2f6 17.0e1 âe8 18.0d3 âh5

Both sides improve the placing of their pieces.

19. Qh1?

White does not want to exchange bishops, but now the black bishop becomes strong. 19.營e2!? was better.

19...Ձg4 20.⊘e5 Ձh3 21.⊑f2 ⊑ae8 22.a4 ⊑e7 23.Ձa3!

The correct idea – the exchange of the dark-squared bishops.

23... 🚊 xa3 24. 🖺 xa3 🖺 g7 25.b4 🖾 e4



26. 全xe4 fxe4 27. 全h1 gxf4 28.exf4 全f5 29. 學e2 a5 30.b5 c5 31. 學e3 學h5 32. 互a1?

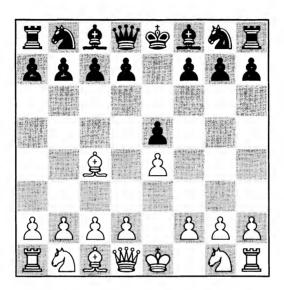
A mistake – the g3-pawn should have been defended. Correct was 32.單d2 with equality. 32...cxd4 33.豐xd4 罩xg3 34.罩g1 罩xg1+ 35.尝xg1 皇h3 36.c5 罩xf4 37.c6 豐e2!

White resigned.

CHAPTER 9

Glenn Flear

Bishops First Please!



Early queen moves after 1.e4 e5 2.\(\mathbb{L}\)c4

After 1.e4 the reply 1...e5 gives White a few headaches. Which line of the Spanish is Black intending to play, or, is he intending to play the solid Petroff?

Not everyone wants to get involved in a big theoretical battle, especially if it's in their opponent's pet-line. For SOS readers a straightforward easy-to-learn repertoire that sets a few problems without much risk might be the order of the day. If it is, then read on!

The old adage 'knights before bishops' has many exceptions. Here White brings out his king's bishop and indeed often his queen before his king's knight, unusual but logical. White confirms his presence in the centre and in particular renders the freeing

...d5-break less than evident. If the central arena stays quiet then White takes the opportunity to ensure that his queen is more active than Black's.

The repertoire that I am suggesting here contains lines from the Bishop's Opening and the Vienna. Some of these ideas have even been employed at the top level and may not be the usual SOS fare. However, with this practical mini-repertoire using a move order to reduce Black's options, you'll steer the game away from your opponent's main lines

You won't need to learn too much theory, but you'll need to know that the bishop comes first!

Meeting 2... 2c5 1.e4 e5 2.\(\hat{2}\)c4 \(\hat{2}\)c5

which doesn't give Black an easy time.



Now 4... #f6 just provokes White to generate a strong attack: 5.公d5! 響xf2+ 6.曾d1 ጵያ 7. ፍከ3 ∰d4 8.d3 ይb6 9.፱f1 ፍd8 10.c3 ₩c5 11. 2g5 and Black is on the ropes: Alekhine-Lugowski, Belgrade simul 1931. If 4...g6 then 5. ₩f3 and now:

- 5... 響f6 6. 公d5 響xf3 7. 公xf3 总d6 and White has the slightly easier game after both 8.d3 and 8.c3.
- 9.臭g5 ②h5 10.豐h4 豐d7 11.②g3 and White has won the opening battle due to Black's weak squares and passive position, Watson-Murshed, London Lloyds Bank 1992.

3.\\h5!?

Not quite as daring as the 'Nakamura Attack' (1.e4 e5 2. 營h5) but sufficiently annoying for Black all the same.

I'm not keen however on the sister-variation for the analogous position with the extra moves 2c3 and ...2c6 when this move is considerably stronger). Not good is the gambit try 3...d5?, when after 4.\preceqxg7 \preceqf6 5. 豐xf6 ②xf6 6.exd5 星g8, White has 7. 當f1! 2e4 8.2f3 with the point that 8...2xf2 is

well met by 9.d4!.

Stronger is 3... \forall f6, when:

- 4.40c3 40e7 seems fine for Black as here White must move his queen a second time and thus lose time. (In some books 4... wxf2+ is given as a mistake but Black is actually better after 5. \$\dd1 \Qe7 e.g. 6. \Qh3 響f6 7.罩f1 d5!.)
- 4. 世g3!? is certainly playable.

3.b4 is for die-hard romantics! Otherwise 3. Øc3 could transpose to some of the lines considered lower down. The most 'normal' move is 3.6 f3 but the text move will raise a few eyebrows and so is more fitting for an SOS column!



3...₩e7

The other main option is 3... \mathbb{e}f6, which is not a bad move, but f6 tends to be the best square for a knight! White should now develop in classical style with the knowledge that his pieces will be more harmoniously placed than Black's. 4.2f3 d6 (4...2c6 5. Øc3 Øge7 6.0-0 looks more comfortable for White) 5.全c3 c6 6.d3 豐g6 7.豐xg6 hxg6:

- Now I prefer 8. \(\hat{\perp} e3! \), e.g. 8...\(\hat{\perp} xe3 \) (8... 2d7 9.0-0 b5 10. 2b3 2gf6 is the most solid keeping White down to a slight pull) 9.fxe3 2h6 10.0-0 and White has a promising lead in development.
- 8.�g5!? �h6 9.f3 ee7 10.h4 f6 11.�h3

a5 12.a4 ∅f7 13. ∅f2 with balanced chances, Flachsbart-Rabl, Germany 1999/2000.

4.9 f3 d6

After 4... ②f6!? capturing on e5 doesn't lead to any advantage: 5.豐xe5 (5.豐h4 keeps more tension) 5... 皇xf2+ 6.堂e2 豐xe5 7.②xe5 皇b6 8.皇xf7+ 堂e7 9.皇b3 d6 10.②f3 ②xe4 as in Mohr-Gostisa, Nova Gorica 1994, which was equal.

The flashy 4... 全xf2+?! loses time: 5. 含xf2 豐c5+ 6.d4 豐xc4 7. 豐xe5+ 含f8 8. ②a3 and White had a clear advantage in Flohr-Nieuwenhuis, Zwolle 1998.

4... ②c6 5.d3 d6 6. ②c3 ②b4?! (a concession – after the superior 6... ②f67. h4 White has nothing significant, but Black might get irritated by White's more active queen) 7.0-0 ②xc3 8.bxc3 ②f6 9. h4, Staunton-Cochrane, London 1842, and White had an edge.

5. 2g5 2f6 6. 響xf7+ 響xf7 7. 2xf7+ 含e7 8. 2c4 h6 9. 2f3 2xe4 10.0-0

Given as equal by the ancient Bilguer, but even without queens Black's centralized king isn't ideally placed.

10....**ģd8**

According to Lane the position is now equal. I like:

11.c3! 公c6 12.d3 公f6 13.b4 âb6 14.a4



With a pull for White, as his position is eas-

ier to handle, whereas in contrast Black's king rather gets in the way.

II Playing for ...d5 1.e4 e5 2.Ձc4 ∅ f6 3.d3 c6

It's tempting to 'punish' White by claiming a lion's share of the centre, but recent experience suggests that Black has then to be very careful not to succumb to the inevitable White pressure.

4.公f3 d5

After 4... \triangle e7 5.0-0 (the blunder $5.\triangle$ xe5?? should be avoided in view of 5... 響a5+) 5...d6 play can continue as in a closed Spanish or Italian game. White's king bishop is slightly more active than Black's and the early ... c6 leaves Black without the natural square for his knight and thus he may find himself slightly cramped. Here are a couple of examples, where Black aims to exchange his queen's bishop either via ... 2e6 or ... 2g4. In both cases he achieves near-equality) 6.c3 0-0 7.ûb3 ûg4 (7... \Dbd7 8.\mathbb{I}e1 2b6 9.2bd2 2e6 10.2f1 2fd7 11.2g3 豐c7 12.d4 盒xb3 13.axb3 as in I.Rogers-J.Rogers, British league 2001/02) 8.h3 &h5 9.罩e1 ②bd7 10.②bd2 ②c5 11.夐c2 ②e6 Gelfand-Yusupov, Munich 1994, with the solid ... \(\hat{\pm} g5\) in the air.

5. 2b3 2d6

After 5... ♠b4+ there is a safe option available with 6. ♠d2, but 6.c3 keeps the tension and is probably slightly favourable, e.g. 6... ♠d67. ♠g5 ♠e68. ♠bd2 ♠bd7 9.d4 exd4 10.exd5 ♠xd5 11. ♠xd5 cxd5 12. ♠xd4 with a small edge, Yudasin-Alterman, Israeli Championship, Tel-Aviv 1994.

After 5...a5 White can react aggressively with $6.\triangle$ c3!? 2.b4 (after 6...d4 $7.\triangle$ xe5 dxc3 $8.\triangle$ xf7 2.b4 9.0-0 the complications favour White) 7.a3 2.xc3+ 8.bxc3 2.bd7 9.exd5 2.xd5 2.c0-0 2.c1.2.c2 2.c2 2.c2 2.c3 2.c5 2.c6 2.c7 2.c7 2.c8 2.c7 2.c8 2.c7 2.c8 2.c8 2.c8 2.c9 2

置f8 17.c3 ②g6 18. ②b1 with an interesting struggle where White's threat of a timely d3-d4 gives him the edge, Kasparov-Bareev, Linares 1993.



6.exd5!

I consider this to be more of a challenge than the traditional 6.②c3 dxe4! 7.②g5 0-0 8.②cxe4 ②xe4 9.②xe4 皇f5! 10.豐f3 ②xe4 11.dxe4 ②d7 12.c3 a5 13.a4 ②c5 14.②c2 b5 with easy equality, Adams-Kramnik, Tilburg 1998.

6...cxd5

The alternative is to capture with the knight—6...公xd5—but White then has access to c4 or e4 for use by a knight: 7.0-0 0-0 8.罩e1 罩e8 (otherwise after 8...公d79.公bd2 盒c7 10.公e4 a5 11.a3 當h8 12.盒g5 f6 13.盒d2 White also has a pull: 13...公7b6 14.h3 公e7 15.豐e2 公f5 16.罩ad1 豐e7 17.d4!?—a radical way to open up lines for his pieces!—17...公xd4 18.公xd4 exd4 19.豐f3 with compensation, Izoria-Erenburg, Khanty-Mansiysk 2005) 9.公bd2 盒c7 10.公e4 盒f5 11.盒g5 f6 12.盒d2 公d7 13.公h4 盒e6 14.豐h5 a5 15.a3 公f4 16.盒xe6+ 公xe6 17.罩e3 公f4 18.豐g4 with continuing pressure, Efimenko-Khuzman, Moscow 2006.

7.<u>⊈</u>g5

Black now has to decide how best to retain his centre.

7...ge6

7...d4 8.公bd2 0-0 9.0-0 公c6 10.星e1 a6 11.h3 h6 12.皇h4 星e8 13.公c4 皇c7 14.皇g3 公d7 15.a4 營f6 16.c3 Benjamin-P.H.Nielsen, Las Vegas 1999, and White kept some initiative.

8.公c3 臭c7

After 8... 營a5 Black soon has problems: 9.0-0 ②bd7 10. 營e1! e.g. 10... 黨c8 (or 10... 營c5 11. 皇xf6 gxf6 12.d4 exd4 13. ②xd5 0-0-0 14. 營e4 皇e5 15. ②f4 f5 16. ②xe6 fxe4 17. ②xc5 exf3 18. ②d3 fxg2 19. 黨fe1 Tiviakov-Swinkels, Vlissingen 2004) 11.d4 皇b4 12. 皇d2 皇xc3 13. 皇xc3 寬xc3 14.bxc3 e4 15. ②g5 0-0 16.c4, Delchev-Jovanic, Zadar 2004.

9.0-0 2c6 10.\(\mathbb{I} e1 \) 0-0 11.\(\mathbb{Q} a4! \) h6 12.\(\mathbb{Q} h4 \) g5 13.\(\mathbb{Q} g3 \) \(\mathbb{Q} g4 \)



14.\(\hat{2}\)xc6

14.h3 এxf3 15.豐xf3 ②d4 16.豐d1 豐b8 17.②b5 Drabke-Przedmojski, Kolobrzeg 2005, only gave White a minimal pull.

14...bxc6 15.h3!

15. 全xe5 全xe5 16. 基xe5 營b8 17.d4 營xb2 and Black seems to have equalized.

It's not much but Black has to be careful about various potential weaknesses.

III 2... 2f6 and 3... 2c6 1.e4 e5 2. 2c4 2f6 3.d3 2c6 4.2c3 A 'quiet' Vienna Game is in prospect, but via the Bishop's Opening. Playing the Vienna move order gives Black extra options, for example 1.e4 e5 2. 2c3 2f6 3.2c4 permits the wild and deeply analysed 3... 2xe4!?.

4...5)a5

Black's most solid defence.

Black often develops his king's bishop either to c5 or b4. Although these moves aren't bad they tend to give White more chances of emerging with something tangible out of the opening.

- 4...\(\hat{2}\)c5 5.\(\hat{2}\)g5 (the other main move is 5.f4 transposing into a fairly well-known variation of the King's Gambit Declined) 5...h6 (5...\(\Delta\)a5 6.\(\Delta\)b3 \(\Delta\)xb3 7.axb3 c6 8.473 d6 9.0-0 h6 10.2e3 2g4 11.2xc5 Larsen-Smyslov, Biel izt 1976; 5...d6 6.公d5 ĝe6 7.c3 ĝxd5 8.ĝxd5 ₩d7 9.ĝxf6 gxf6 10. 對f3 罩g8 11. ②e2 罩g6 12. ②g3 when White's grip gives him the better chances, J.Hansen-A.Karlsson, Copenhagen 1995) White can keep a pull by 9.h4! g4 10.h5! ②xd5 11. 2xd5 響g5 12. 2e2 2e6 13.c3 âxd5 14.exd5 ②e7 15.\\$b3 I.Rogers-Rogulj, Mendrisio 1985) 7.2a4 2b6 8.2xb6 axb6 9.f3 (supporting the centre and retaining the dark-squared bishop) 9... 2e6 10. 2e2 g5 11.臭f2 d5 12.臭b3 營e7 13.c3 0-0-0 14.營c2 h5 15.h4! (this counterthrust helps demonstrate the downside of Black's early pawn advances) 15...g4 16.\(\hat{\pma}\)e3 (or 16.0-0-0 first) 16...gxf3 17.gxf3 dxe4 18.dxe4 ᡚd7 19.0-0-0 ≜xb3 20.axb3 Øc5 21.b4 Øe6 22.2g3 with a small pull, I.Rogers-Teichmann, Edinburgh ch-GBR 1985.

- 4... **a**b4 5.**a**g5 h6 (5...d6 6.**a**e2 **a**e6 7.0-0 h6 8.**a**xf6 **a**xf6 **a**xf6 **a**xd5 10.**a**xd5 yields a pleasant edge for White who has the slightly more active position. He can rapidly expand with d3-d4 or f2-f4 e.g. 10... **a**c5 11.c3 0-0 12.**a**h1 **a**e7 13.**a**b3 g5 14.d4 **a**b6 15.**a**d3 **a**h8 and now in

Spielmann-Yates, Baden-Baden 1925, White played 16.f4! anyway and after 16...gxf4 17.g3 had a clear advantage) erwise 8...\$\infty\$a5 9.\(\hat{\hat{e}}\)b3 \$\infty\$xb3 10.axb3 d6 gives White the shade of an edge, Nicevski-Gligoric, Kladovo ch-YUG 1991) 9.0-0 g5 (rather than facing a pleasant white initiative after 9...0-0 10.f4) 10.d4 h5 11.f3 h4 12. \div d3 Qd7 13. Lab1 (where does Black go with his king? Can he really do anything positive whilst White just probes away?) 13...\bar{2}b8, Spielmann-J.Möller, Copenhagen 1923, and now Konstantinopolsky suggests 14.2b5 with ideas such as \delta c4 and d4-d5. White's position is the easier to play.

5.**肾f3!**?



Queen before knight! This move, a favourite of Australian GM Ian Rogers, doesn't give any objective advantage to White. However, as Black finds it hard to break out of White's grip, there is the psychological plus of having imposed the type of position on the opponent.

Better known is 5. ② ge2, with similar pawn structures and play, except that it's not easy to find a positive role for the queen early on. The reasoning behind the main move is that the queen isn't badly placed on f3 and White clears the d1-square for a rook.

5...**②**xc4

The other principal move 5...c6 often transposes and in any case is very similar. Here are some typical examples: 6.夕ge2 夕xc4 (for 6...b5 see Bricard-Flear at the end of this chapter) 7.dxc4 d6 8.h3 鱼e6 9.b3 鱼e7 10.0-0 h5!? (otherwise 10...豐a5 11.還d1 還d8 12.鱼b2 0-0 13.夕g3 g6 14.a4 夕e8 was about equal in I.Rogers-Del Rey, Zaragoza 2002) 11.還d1 夕d7 12.夕g3 g6 13.夕f5 夕c5 14.鱼a3 with unclear play, I.Rogers-D.Howell, British league 2004/05.

6.dxc4 d6 7.h3 \(\hat{Q} \) e6 8.b3 c6

Trying to do without this move at some point isn't easy, e.g. 8...公d7 9.公ge2 營f6 10.公d5 營xf3?! (10...皇xd5 11.cxd5 營xf3 12.gxf3 just gives White a space advantage and probably the better bishop) 11.公xc7+ 含d8 12.公xe6+ fxe6 13.gxf3 and White had won a pawn in I.Rogers-Laird, Gold Coast 1995. 9.公ge2 a6 10.a4 皇e7 11.0-0 0-0 12.逼d1 b5!? 13.axb5 axb5 14.逼xa8 營xa8 15.cxb5 cxb5 16.皇g5 營c6 17.皇xf6 皇xf6 18.公d5 皇xd5 19.逼xd5 營xc2 20.页xb5



With balanced chances, I.Rogers-Hector, Wijk aan Zee B 2003.

IV 3...ዿc5 1.e4 e5 2.ዿc4 ②f6 3.d3 ዿc5 4.公c3 d6 5.f3!?



Another little surprise!

Your opponent will probably be prepared for the conventional moves 5.f4 and 5.\(\hat{1}g5\) but not for this!

5...**ᡚc6 6.**ᡚge2 h6

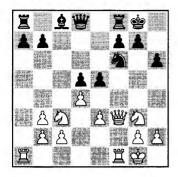
7. <u></u> **£e3**

7.h3!? comes into consideration, stopping Black from using g4.

7... ②d4?! 8. ②xd4 exd4 9. ②d5 ②xd5 10. ②xd5 0-0 11.0-0 should favour White who has the more active pieces. Bent Larsen suggests 7... ②g48. ※g3 ②xe39.fxe3 ③a5 as an improvement. Black can then exchange an extra pair of minor pieces and it will take longer for a white knight to come to the g3-square.

White doesn't have much, but Black has no counterplay and White's pieces are more dynamic. White's two sets of doubled pawns enable his rooks to have open lines.

12...d5!? 13.exd5 cxd5 14.d4



Fixing the d5-pawn on a light-square and thus restricting Black's chances.

With continuing pressure, Larsen-F. Petersen, Holstebro ch-DEN 1964.

☐ Emmanuel Bricard

Glenn Flear

Narbonne-plage 2003

I've had to face 5. ₩f3 a couple of times in recent years.

1.e4 e5 2.Ձc4 ⊘f6 3.d3 ⊘c6 4.公c3 ⊘a5 5.≝f3 c6 6.⊘ge2 b5!?

Although the following was solid: 6...②xc4 7.dxc4 d6 8.0-0 營c7 9.h3 急e6 10.b3 急e7 11.量d1 h6 12.②g3 g6 13.a4 a5 14.急a3 罩d8 15.營e3, it gave Black the sort of position where it was hard 'to play for a win' against a much lower-ranked player, Fillon-Flear, Saint-Chély-d'Aubrac 2002.

7. **鱼**b3 b4?!

Although Black wins a tempo the weakness of c4 is a potential problem.

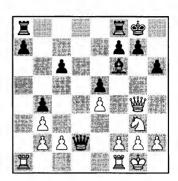
8.公d1 公xb3 9.axb3 d5 10.âg5 âe7 11.公e3 dxe4 12.dxe4 0-0 13.0-0

Simpler is $13. \triangle f5!$? 2xf5 14. xf5 with a slight plus.

13...h6 14.皇xf6 皇xf6 15.公g4

Black would equalize after 15.罩fd1 豐c7 16.分f5 âxf5 17.豐xf5 罩fd8.

15... 全xg4 16. 豐xg4 豐d2 17. 夕g3!



Not 17... 響xc2? 18. 心h5 臭g5 19.h4 f5 20.exf5±.

Black seems to be happy enough, but due to the weakness of c4 and the less flexible minor piece he has to be careful.

22...g6 23.公f1 a5 24.公d2 a4 25.公f3 ₩e7 26.bxa4 ፯xa4 27.h4

Not 27. **a**c4? due to the sneaky 27...**a**xb2!. **27**...**a**

Better was 27... \(\begin{aligned} \begin{aligned} \text{Ba2!} & to commit \\ \text{White to} \\ \text{moving his b-pawn.} \end{aligned} \)

28. Wc4 Iad7 29. Id3 全c5

I didn't like 29...c5 as White may eventually be able to play c2-c3.

30.萬xd7 萬xd7 31.g3 h5 32.萬a1 營d6 33.ৡg2 ৡg7 34.萬a5 ৡd4 35.萬a6?!

Both of us missed 35.c3! bxc3 36.bxc3 罩a7 37.②xe5! 豐f6 38.cxd4 罩xa5 39.②xc6 with advantage.

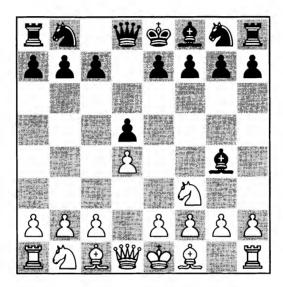
35... âxb2 36. 草xc6 豐e7 37. 草c8 息c3 38. 豐c6 草a7

And the game was eventually drawn.

CHAPTER 10

Jeroen Bosch

The Chigorin Attack



1.d4 d5 2.公f3 臭g4!?

1.d4 d5 2.2 f3 Ձg4

Chigorin was fond of this move. Indeed play resembles (and sometimes transposes to) the Chigorin Defence: 1.d4 d5 2.c4 \(\alpha \)c6. One could also compare this line to 1.d4 d5 2.\(\alpha \)g5 when White aims to prevent 2...\(\alpha \)f6 because of 3.\(\alpha \)xf6. In the SOS line under investigation here the bishop does not hit thin air but attacks the knight on f3. Thus, I would like to call it the Chigorin Attack. Black's second move is provocative. White cannot react too meekly (3.\(\alpha \)bd2, 3.e3, 3.g3, 3.\(\alpha \)f4 etc), for in that case Black would have solved the problem of his queenside bishop. This means that only 3.c4 and especially 3.\(\alpha \)e5 are critical. Chigorin's attack is fully

playable and may give rise to exciting complications. It has been played by numerous strong players after Chigorin. Most notably by Nigel Short who used it to good effect beating Garry Kasparov in a rapid game.

🗌 Mark Orr

■ Keith Arkell Largs 1997

1.∕2)f3 d5 2.d4 🚊g4 3.c4

Other moves, apart from 3. \triangle e5, are not dangerous. For instance:

- 3.e3 公d7 4.Ձe2 e6 5.h3 (Black was fine in Von Bardeleben-Chigorin, Hastings 1895, after 5.b3 公gf6 6.Ձb2 âd6 7.公bd2

c6 8.\$\tilde{\Omega}e5 \(\Delta xe2 \) 9.\$\tilde{\W}e2 0-0 10.\$\tilde{\Umathbar}e3 \) 1.0-0 c5) 5...\$\\Delta h5 6.0-0 \$\Delta d67.c4 c6 8.\$\tilde{\Omega}c3 \) f5!? (the Dutch Stonewall with the light-squared bishop outside the pawn chain is an attractive choice. Black is also OK after 8...\$\Omega gf6) 9.\$\tilde{\Comega}cxd5 \) exd5 10.\$\tilde{\W}e2 \$\Omega h6 11.\$\Omega e1 \) 2.\$\Omega xe2 2.\$\Omega xe2 2.\$\Omega xe2 2.\$\Omega xe2 2.\$\Omega xe2 2.\$\Omega xe3 \tilde{\Omega}c3 \tilde{\W}e7, Kozlovskaya-Gaprindashvili, Moscow 1983.

- 3.童g5 h6 4.鱼h4 c6 5.c3 公d7 6.公bd2 公gf67.e3e5 8.豐b3 exd49.cxd4 豐b6 and if anything then Black is better, Iotov-Drenchev, Sunny Beach 2005.
- 3.魚f4 魚xf3 (3...e6 4.e3 魚d6 5.魚g3 心f6 6.c4 心bd7 7.心c3 魚xg3 8.hxg3 c6, Von Scheve-Chigorin, Monte Carlo 1901) 4.exf3 e6 5.c3 兔d6 6.魚g3 心c6 7.魚b5 心e7 8.心d2 0-0 9.0-0 e5 with an easy game in Wirthensohn-Miralles, Switzerland 1998.
- 3.₺bd2 ₺d7 (3...₺f6) 4.e4 e6 5.₺e2 dxe4 6.₺xe4 ₺gf6 7.d3 c6, 4th match game, Zukertort-Blackburne, London 1887. 3...₺xf3

Here 3... ©c6 transposes to a line from the Chigorin Defence. This already proves that 3.c4 is not the most critical move. I refer interested readers to the New In Chess publication on the Chigorin Defence by Morozevich. Here we will only investigate an independent set-up for Black.

4.gxf3

Unnatural is 4.exf3 when Black has no problems:

- 4...dxc4 5.盒xc4 e6 6.0-0 (6.豐b3 公c6 7.豐xb7 盒b4+ 8.公c3 公ge7 with compensation) 6...公f6 (6...c6) 7.公c3 (7.豐b3) 7...c6 8.公e4 盒e7 9.盒f4 0-0 10.豐d3 公d5 11.盒g3 a5 12.a3 f5 with a clear edge in Yakushev-Kaurdakov, Novosibirsk 2001.
- 4...e6 5.cxd5 (5.豐b3 公c6!) 5...exd5 6.豐b3 豐e7+! 7.힕e3 豐b4+ 8.公c3 豐xb3 9.axb3 c6 10.愈f4 公d7 11.唸d2 愈b4 12.唸c2 ②e7 and Black was already better in Alawieh-Amura, France 2002/03.

4...e6



4... \(\times \) c6 is again a 'regular' Chigorin Defence.

The 6th match game Steinitz-Chigorin, World Championship Havana 1889, saw 4...dxc4 5.e4?! e5! 6.dxe5 營xd1+ 7.含xd1 公c6 8.f4 国d8+! 9.盒d2 全c5 and Black was fine. However, White should play 5.e3!.

A reasonable alternative for the text is 4...c6 and now:

- 5.營b3 營d7 6.公c3 e6 7.e4 公f6 8.cxd5 cxd5 9.e5 公h5 10.f4 g6 11.总e3 公g7! 12.总d3 公c6 13.邕c1 总e7 14.公a4 公f5 15.总xf5 gxf5 16.틸g1 0-0-0 17.公c5 总xc5 18.ℤxc5 嶌hg8 gave Black a comfortable game in A.Friedman-Rubenchik, Somerset 1992.
- 5.e4 dxc4 (5...dxe4 6.fxe4 e5) 6.急xc4 e6 7.公c3 公d7 8.急e3 公gf6 9.a4 營a5 10.逗g1 g6 11.逗g5 營c7 12.壹e2 營xh2 13.逗g1 營c7 14.逗c1 盒e7 15.營b3 公h5 and White did not have enough for the pawn in Pakleza-Stryjecki, Cracow 2003.
- 5.e3 e6 6.公c3 公f6 7.豐b3 豐b6 8.c5 豐c7 (8...豐xb3 9.axb3 with b4-b5 to follow) 9.f4 公bd7 10.兔g2 g6 11.兔d2 兔g7 12.0-0 0-0 13.豐c2 and draw agreed in Schinzel-Skrobek, Lodz ch-POL 1980.

5.4 c3

5.cxd5 wxd5?! was played in the fourth game of the World Championship's match Steinitz-Chigorin, Havana 1889. I would prefer 5...exd5 not fearing 6. by when, ac-

cording to Euwe, White is better, but it seems to me that 6... $\triangle c6$ is an adequate response.

5...∕∆f6

Again Black can simply play 5...c6. White gains nothing after 6.營b3 營b6 7.c5 營xb3 (but not 7...營c7 8.皇f4 營xf4? - 8...營c8 - 9.營xb7 營xd4 10.營xa8 營b4 11.e3! and now 11...皇xc5 12.皇b5! or 11...營xb2? 12.墓b1 營xc3+ 13.壹d1 winning) 8.axb3 ②a6! 9.e3 公c7 10.皇d2 (10.b4 a6) 10...f5 11.皇d3 ②f6 12.壹e2 g6 13.b4 a6 14.f4 皇e7 ½-½, A.Gonzalez-J.Rodriguez, Spain 1999.

6.cxd5 exd5 7.⊈g5

Here 7.豐b3 is again met by 7... ②c6.

7...c6 8.e3 4 bd7

The structure resembles the Queen's Gambit Exchange Variation. Obviously, Black is fine having succeeded in playing ... \(\hat{g} g 4xf3\).

9.âh3 âe7 10.0-0

Now Black may simply castle with a satisfactory game, but Arkell embarks on a more ambitious plan.

10...h6 11. h4 g5!? 12. g3 h5



13.e4

In case of 13.\(\Delta\)f5 Black should not play 13...\(\mathrea\)f4 14.\(\Delta\)e5, but simply 13...\(\Delta\)g8.

13...dxe4

Also interesting is 13...g4.

14.fxe4 h4 15.皇e5 ②xe5 16.dxe5 ②h5 17.豐g4 豐c7 18.②e2 豐xe5

Black is safe pawn up and positionally better

since White cannot play 19.豐d7+ \$f8 20.豐xb7? \$\(\) \$\(\

19.f4 qxf4

19... 響xe4! threatening 20... 全c5+ was much stronger. Black should win easily.

20.0 xf4 0 xf4

Again not the best move. 20... ②f6 to play ... ■g8 and to take on e4 was excellent.

Black has a safe but small edge. The game eventually ended in a draw on move 44.

Now we move on to 3.2 s when Black's most natural responses are 3... h 5 and 3... f 5. However, completely in the SOS spirit is Gurgenidze's and Tseitlin's 3... e 6!?. So let's have a quick look at this first.

☐ Arshak Petrosian

Mikhail Tseitlin

Telavi 1982

1.**∅f3 d5 2.d4 ≜g4 3.∅e5 ≜e6**



Ultimate provocation or tongue-in-cheek? Well, admittedly Black plays for a shock effect, but there are some technical points connected to his last move as well. The bishop presents no target on e6, while the white knight has been lured forward (and may be

exchanged after a future ... 2d7).

4.c4 2 d7

The point of Black's set-up.

5.cxd5

In the previous round Yermolinsky played 5.\(\dot{\omega} f4\) and after 5...\(\omega xe5 6.\dot{\omega} xe5 dxc4 7.\(\omega c6 8.e4 f6 9.\dot{\omega} f4 \dot{\omega} f7 10.d5 e5! 11.\dot{\omega} e3 (11.dxe6 \omega xd1 + 12.\omega xc4 \dot{\omega} e6 with an extra pawn) 11...\(\dot{\omega} b4 12.\dot{\omega} xc4 \dot{\omega} e7 Black was fully equal. There followed: 13.\omega b3 \dot{\omega} xc3 + 14.bxc3 b5 15.\dot{\omega} e2 a6 16.\omega d1 0-0 17.\dot{\omega} c5 \omega e8 18.0-0 cxd5 19.\dot{\omega} xe7 \omega xe7 20.exd5 and now instead of 20...\omega d6 (when 21.a4! was strong) Black should have played 20...\omega c7 when 21.a4 can be met by 21...\omega ac8, Yermolinsky-Gurgenidze, Telavi 1982.

5...≜xd5 6.⁄2xd7

Gurgenidze repeated the whole line in the 21st century. He was run over after 6. #a4!? c6 7. \(\tilde{\Omega} \) \(\tilde{\Omega} \) f6 (7... \(\tilde{\Omega} \) xe5 8. dxe5 \(\tilde{\Omega} \) e6; 7... \(\tilde{\Omega} \) b6 8. \(\tilde{\Omega} \) c2 f6 9. \(\tilde{\Omega} \) xd5 cxd5) 8. \(\tilde{\Omega} \) c2!? g6 9.e4 \(\tilde{\Omega} \) e6 10. \(\tilde{\Omega} \) e2 \(\tilde{\Omega} \) xe5 11. dxe5 \(\tilde{\Omega} \) d7 12. f4 f5?? 13. exf5 and only here did Black realize that he had overlooked 13... \(\tilde{\Omega} \) xf5 14. \(\tilde{\Omega} \) xf5! gxf5 15. \(\tilde{\Omega} \) h5 mate! Kacheishvili-Gurgenidze, Georgian Championship, Tbilisi 2000. 6... \(\tilde{\Omega} \) xd7 7. \(\tilde{\Omega} \) c3 \(\tilde{\Omega} \) f6 8.f3



Black has a normal position and can be satisfied with the outcome of his experiment.

13.0-0-0 a5

Sending the pawn forward, which is normal considering that both sides have castled on opposite wings.

14.d5 exd5 15. 公xd5 公xd5 16. 豐xb7 Gaining a pawn but opening a file for the opponent. 16. 豐xd5 with a slight edge was safer.

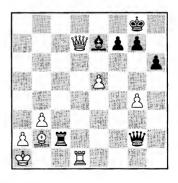
16... Zab8 17. Wxd5 全d6 18. Zf2 Not 18.e5 **Zb**5.

18... 互b5 19. 學d3 互fb8 20. 會b1 學e6 In return for the pawn, Black has the initiative and attacking chances.

Stronger is 27... I c 8!? when 28. 当xa5?? (28. 当d7 I xf4) 28... I bc4 would win on the spot!

Or 38.宣f1 빨g2 39.빨xf7+ 알h8 40.宣c1! 亘xc1+ 41.호xc1 빨h1 42.빨c4 호a3 43.알b1 빨e1 with a curious bind.

38...⊮g2



39.豐**xe7**White can draw with 39.豐e8+ 會h7

(39...♠f8 40.e6=) 40.∰xf7 \(\mathbb{Z}\)xb2 41.\\mathbb{E}\)f5+ with a perpetual.

In case of 39. Ic1 Black again has 39... Ixc1+ (39... Ixb2 40. Ic8+ If8 41. Ixf8+!) 40. Ixc1 If Ixf8+!) 40. Ixc1 Ixf8+!

39... 基xb2 40. 營d8+ 含h7 41. 營d3+ g6 42. 營a6 章f2

Black is much better due to the unsafe position of White's king. The next move is a blunder that decides the game.

Let us investigate 3...\(\hat{2}f5\) (and 3...\(\hat{2}h5\)) by means of the following spectacular game.

☐ Christian Seel

■ Dirk Topolewski

Germany Bundesliga B 2002/03

1.②f3 d5 2.d4 \$\)g4 3.②e5 \$\)\$f5 Here 3...**\$**h5 4.**₩**d3



is a double attack known from the second World Championship's match game Steinitz-Chigorin, Havana 1889. Natural moves now fail: 4...②d7 5.營b5!; and 4...c6 5.營h3! ②f6 6.g4 皐g6 7.②xg6 fxg6±.

However, Black can defend with 4... 豐c8 as played by Chigorin. After 5.c4 f6 6.公f3 (6.g4!? fxe5 7.gxh5 e4? - 7...dxc4 - 8.豐b3

c6 9.호h3! and White was already winning in Solozhenkin-Rodkin, Chigorin(!) Memorial 2004) 6...e6 7. ⓒc3 호g6 8. 빨d1 c6 White had nothing special.

Perhaps White should therefore just prefer 4.c4 f6 5.g4!? fxe5 6.gxh5 exd4 (6...dxc4) 7.≜g2 ②f6 8.cxd5, Andersson-Van Riemsdijk, Rio de Janeiro 1985.

4.c4

This natural move is best.

— White merely weakens his position with 4.g4, when Black should play 4...盒c8! (4...盒c4 5.f3 f6 6.fxc4 fxc5 7.dxc5 is interesting from a historical point of view. Owen-Blackburne, Bradford 1888) 5.g5 盒f5 6.c4 e6 7.公c3 (7.豐b3 公c6) 7...仑e7 8.盒g2 公d7 9.cxd5 公xd5 10.公xd7 豐xd7 11.e4公xc3 12.bxc3 盒g6 with an interesting game in Lobron-Hodgson, Haifa 1989. White centre and space is balanced by Black's solid set-up who will aim to demonstrate that White has weakened his position with g4-g5.

- 4.g3 \(\times d7 \) 5.\(\times d3 \) e6 6.\(\times g2 \times gf 67.\(\times d2 \) c6 8.c3 \(\times d6 \) 9.\(\times f3 \) h6 10.0-0 a5 is rock-solid. Alonso-Hergott, Cienfuegos 1996.

- 4.皇f4 e6 5.e3 ②d7 6.皇d3 皇xd3 7.豐xd3 c6 8.②xd7 豐xd7 9.②d2 ②f6 10.h3 皇d6 11.皇xd6 豐xd6 12.0-0 e5 13.dxe5 豐xe5 14.豐d4 豐xd4 15.exd4 and domestic peace was guaranteed in this game between husband and wife. Botsari-Miladinovic, Montecatini Terme 1998.

4...f6

Likely to transpose is 4...c6 5. ②c3 f6 (not 5...e6? 6.cxd5! exd5 7.e4 dxe4 8. 營b3, or 6...cxd5 7.e4) 6. ②f3 e6. For example: 7.cxd5 (7. 營b3 營b6) 7...exd5 8.e3 ②d6 9. ②d3 ③xd3 10. 營xd3 and now Black should play 10... ②e7 rather than 10... ②h6? 11.e4! dxe4 12. 營xe4+ ⑤d7 (12... 營e7 13. ②xh6) 13.0-0 營e7 14. ②xh6 Medic-Mravunac, Velika Gorica 2006.

5.∕2f3 c6

Here 5...e6 keeps the option of playing ... ②c6. After 6. ②c3, 6...c6 transposes to Kasparov-Short below. Instead Black can also try 6... ②c6 when Black has done well in practice:

- 7.②h4 皐g4 8.h3 皐h5 9.cxd5 exd5 10.g4 皐f7 11.皇g2 營d7 12.②f5 ②ge7 13.②xe7 皐xe7 14.皇f4 g5 15.皇g3 h5 16.e3 0-0-0 17.蒀c1 hxg4 18.hxg4 鼍xh1+ 19.皇xh1 鼍h8 20.皇f3 皇d6 with an edge in Cuartas-Gild. Garcia, Cali 2001.

- 7.cxd5 exd5 8.愈f4 and now Black should go all-out with 8...g5 9.愈g3 h5 10.h3 h4 (10...愈d6 11.愈xd6 營xd6 12.e3 ②ge7 ½-½ Sonntag-Wengenroth, Germany 2003/04) 11.愈h2 愈d6 12.e3 ②ge7 13.愈e2 愈xh2 14.②xh2 營d6 15.a3 0-0-0 16.營a4 含b8 17.b4 ②c8 18.0-0 ②b6 19.營b3 置dg8 20.宣fc1 愈e6 21.②b5 營e7 22.宣c5 f5 23.營d1 g4 and Black's attack was a lot quicker in Drasko-Karner, Tallinn 1985.

6.cxd5?!

For 6.2c3 see the next game.

6...cxd5 7. ₩b3

White misplayed the opening in F.Lee-Blackburne, Bradford 1890, with 7.公c3 e6 8.豐b3 豐d7 9.公h4 总g4 10.e3 公c6 11.a3 置c8 12.总d2 总d6 13.公a4 公ge7 14.h3 总h5 15.g4 总f7 16.公f3 0-0 17.公c5 总xc5 18.dxc5 e5 and Black(burne) was much better.

7...9 c6!?

The safe move is 7... **省**d7.

8.9 c3

Or 8. 數xb7 數c8!? 9. 數xc8+(9. 數b3 ②xd4!; 9. 數b5 區b8 10. 數a4 區b4 11. 數d1 ②xd4 12. ②xd4 區xd4 13. 數xd4 數xc1+ 14. 數d1 數xb2 15. ②d2 e5) 9... 區xc8 10. ②d2 e6 with a certain amount of compensation.

8...e6 9. ₩xb7?! ②ge⁷ 10. ዿf4

If 10.營b3 then 10...單b8 with full compensation.

10...e5! 11.dxe5 罩b8 12.營a6 罩b6 13.營a3 Not 13.營a4? 罩b4. 13...d4 14.罩d1



14... <u>û</u> c2

Black could win immediately with 14...公d5! 15.豐a4 dxc3 16.bxc3 (16.e4 鱼b4!) 16...公xc3! 17.覃xd8+ 含xd8 and White's queen is trapped!

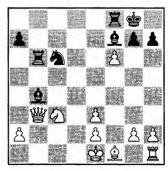
15.公xd4!? 公xd4 16.罩xd4 營xd4 17.皇e3

This was the point of White's 15th move. Black has prepared a stunning reply.

17...營xe3!? 18.fxe3 公c6

White's next moves are forced.

19.b4 @xb4 20.\bar{\text{\$\psi}\$b2 @g6 21.exf6 0-0 22.\bar{\text{\$\psi}\$b3+ @f7



23.**省c2**

And now moves were repeated after

23... 2g6 24. 4b3+ 2f7 25. 4c2 2g6 ½-½

However, your silicon friend will point out that Black wins on points following 23... 2e5 when the pin along the c-file (... 2c8) is one of the deciding factors.

Let us end this chapter with Nigel Short beating Garry Kasparov nearly twenty years ago in a London discotheque. No, they did not dance their legs down to their knees; they played an exhibition match of six rapid games (25 minutes per person).

Overall victory (4-2) was for Kasparov, but the third game was a sweet success for Short.

☐ Garry Kasparov

■ Nigel Short
London m-3 1987

1.2√13 d5 2.d4 ≜g4

Short has often left the well-trodden paths against Kasparov to avoid his phenomenal preparation.

3.9 e5 £ f5 4.c4 f6



5.夕f3 c6 6.夕c3

White can also attack b7 with 6.豐b3 a theme that is quite common in all 1.d4 openings where Black develops his light-squared bishop early-on in the game (think of the Slav for instance): 6...豐d7 7.公c3 e6 8.e3 皇g4 9.皇e2. Hodgson now comes up

with a remarkable idea. He first exchanges the bishop for the knight before opting for a Stonewall (where knights are often stronger than bishops): 9...\(\hat{2}\)xf3!? 10.\(\hat{2}\)xf3 f5 11.\(\hat{g}\) h5+!? g6 12.\(\hat{g}\)e2 \(\Delta\)f6 13.f3 \(\hat{g}\)g7 14. 2d2 0-0 15.0-0 De8 16. Aad1 Dd6 17.c5 (the immediate 18...e5 is met by 19.dxe5 âxe5 20.e4. Now Black is ready for the central push) 19.f4 b6 20. 2a4 2d7 21. 營c2 b5 22.2c3 2f6 (22...a5) 23.b4 a5 24.bxa5 耳xa5 25.a4 b4 26.②a2 耳fa8 27.②xb4 耳xa4 28. 單b1 ②e4 and Black is slightly better. The game ended in a draw after a long fight. Gurevich-Hodgson, Moscow 1987.

6...e6 7.g3!?

7...âb4 8.âg2 2e7 9.0-0 0-0

White has sufficient compensation after 9...dxc4 10.e4 ≜g4.

10.∰b3 a5 11.a3 **≜xc3** 12.bxc3

12...Ød7 13.Ød2 a4 14.₩a2

A little better looks 14. 學b4.

14... 皇g6 15.e4 皇f7

Black's position may look passive, but it actually holds a lot of potential. He is playing for a full blockade on the light squares.

16.罩b1 罩b8 17.豐c2 b5! 18.cxd5

18.c5 e5 and Black is not worse.

Pawn c3 is a target, as well as the c4-square. **20. □ e1 □ fc8 21**. **□ b4 ②c6 22**. **□ b2 ②e7**Inviting a repetition, but Kasparov decides to play (he was 2-0 up in the match at this stage).

23.罩c2?!

This allows Short to manoeuvre his knight to c4 via b6.



It is not in Black's favour to open the position with 26... 這xc3 27. 豐xb5 豐xb5 28. 還xb5.

27. Ib4 響c7

Threatening 28... ©xa3.

Accepting the exchange sacrifice with 33. 2xc4 dxc4 favours Black. The prospects of Black's bishop are rather better than those of its opposite counterpart, not to mention the knight which will hop to d5 with pleasure.

33...∲f7 34.⊑̃1b2 ∳g8 35.f3

Kasparov keeps on wisely neglecting the rook on offer, and slowly improves his posi-

35... ভa6 36. a b b a c c 6 37. a xc4 dxc4 37... a x b 4 38. a a x b 5 b w x b 5 is very slightly better for White.

38. 其4b2 夕e7 39.d5!

This was Kasparov's idea when accepting the exchange at last.

42.罩b8+ 含h7 43. 響f8

43. 營f2 was indicated at the time as an improvement.

43... ₩a7+ 44. ☆f1 Дe7! 45. Д1b2?

Kasparov makes a mistake. He demonstrated some impressive lines after the game following 45. 21b7. For instance: 45... 2xb7 46. 2g8+ 2g6 47. 2xe6+ 2f6! 48. 2xb7 2xb7 (48... 2g2+ 49. 2e2 2f3+ is a draw) 49.exf6 2e4 draws.

The correct defence was 45. Ee1!.



Now think of the famous Short-Timman game (Tilburg 1991) where Short played the remarkable manoeuvre \$\dispha h2-g3-h4-g5-h6. Yes, here he played:

45...**.**ġq6! 46.**.**≜c1

Stronger was 46. Ze8.

46...⊈h5

Simply planning to invade via g4.

47.∄a8

Again 47. Ie8, but 47. Ic8 ②xc3 48. Ic4 ②e4 49. 2f4 Id7 just loses.

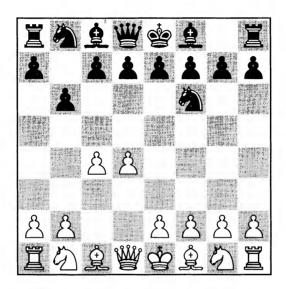
47... 當c5 48. **宣c8? 智xa3!** 49.g4+ 全xg4 50. **基xc4 智a1**

And Kasparov resigned.

CHAPTER 11

Arthur Kogan

The Queen's Grünfeld Line (Part I)



1.d4 分f6 2.c4 b6

I started to play this line in 1996. And, although I 'invented' it all by myself, honesty compels me to say that it has quite a pedigree. World Champions Alekhine and Fischer have played it occasionally, just like creative GMs such as Grünfeld, Nimzowitsch, Bronstein, Tolush and Larsen!

I would call this line 'the Queen's Grünfeld line'. The point is to play a kind of Queen's Indian, but trying to do without the move ...e6. This allows Black some extra options: for example, a double fianchetto, sometimes even transposing to a type of Grünfeld position, or even playing a direct central pawn break with ...e5 in some lines.

It's true that often Black can transpose to

Queen's Indian main lines, but I will mainly consider the plans that are based on a quick ...d5 (similar to the Grünfeld).

While it is hard to point out a clear way for White to get an easy and safe advantage, I should like to note that Black should never forget about the fight for the centre (as even a few GMs did).

Considering that 1.d4 266 2.c4 b6 is a full-size repertoire for Black we will divide the material in two parts:

Part I: 3.42c3 (and other moves)

Part II: 3.40f3

So, for the latter knight move see the next chapter.

☐ Aaron Nimzowitsch

Frank Marshall

Bad Kissingen 1928

1.d4 16 2.c4 b6 3.1c3

This seems to be the most logical move, fighting for the centre.

● 3.d5?! is also critical, trying to punish Black for not playing ...e6. Now the Grünfeld inventor played a creative game against another very famous GM: 3...≜b7 4.g3 e5 5.≜g2 ≜b4+ 6.△d2 0-0 7.e4 △a6 8.a3 ≜d6 9.b4 c6 unclear, Rubinstein-Grünfeld, Breslau 1925.

However, I think Black has good chances to break the centre and get a quick initiative with 3...e6!



Now 4.②c3 **②**b4 is a nice Nimzo-Indian, where White is already under pressure! If 4.f3 then 4...exd5 (not 4...c6 5.d6 **②**a6 6.營d4; but 4...exd5 5.cxd5 **②**c5 6.e3 營e7 is possible) 5.cxd5 **②**b4+ 6.②c3 0-0 7.e4 **②**h5!? seems risky for White. 8...營h4 is the threat exploiting White's lack of development. His centre might be counter-attacked very soon by the ...f5 or ...c6 breaks.

The main move is perhaps 4.a3!? preventing ... \$\hat{2}\$b4, when Black has two options:

- 4... 2a6!? 5.e3 exd5 6.cxd5 2xf1 7. 全xf1 id6 is very OK for Black. He will probably develop his knight from b8 to c5 (pushing a5 might help to fix it there), and while White is solving his development and \$\delta\$f1 problems, Black will surely get at least enough counterplay against the d5 pawn.

- 4...exd5 5.cxd5 $\$ c5!? is fascinating too. Play might continue 6.b4 (6. $\$ c3 0-0 7.b4 $\$ d6 8. $\$ f3 $\$ b7 $\$ e2) and now 6... $\$ de4 7.e3 $\$ d6 (not 7... $\$ f6?! 8. $\$ c2! $\$ c2! $\$ c2xf2 9. $\$ b2 which seems better for White), or the adventurous 6... $\$ cxf2+!? 7. $\$ cxf2 $\$ ce4+ 8. $\$ cf3! (8. $\$ ce3 f5!) 8... $\$ f6+9. $\$ cxe4 $\$ cymal 310. $\$ cf4.
- On 3.f3!? I would recommend the interesting 3...②c6! (3...e5!? 4.dxe5 ⑤h5 5.⑥h3!±, Novikov-Kogan Antwerp 1996) with ...e5 coming. It seems like a good idea to complicate matters for White! 4.d5 (4.e4 e5 5.d5 ⑥d4 6.⑥e2 ②c5) 4...②e5 5.e4 e6 and White's king might be in danger soon. In any case it looks unpleasant for White!
- On 3.e3 the best reaction is 3...♠b7 4.♠f3 e6 (or 4...d5!? 5.cxd5 ♠xd5 6.♠e5 e6), since the e3 Queen's Indian line is really not so dangerous.

3...≜b7 4.̈≜g5

This is a logical approach.

On 4.a3 I would recommend 4...d5!? (4...e6 5.\(\Delta\)f3 is a famous Queen's Indian line).

In case of 4.2 f3 it is positionally wrong to play 4...c5?!, but it was played by such a strong GM as Tartakower and even with success! (4...d5!? is my recommendation, and it transposes to the next chapter the game Mohandesi-Kogan) 5.d5 d6 6.e4 \(\Delta\)bd7 7.\(\hat{2}\)d3 (the problem is that \(\hat{2}\)b7 is really a 'sad piece' restricted by d5, a well defended e6 11.dxe6? (11.\dot d2\dot) 11...fxe6 12.\dot c2 ②h5 13.\(\mathbb{I}\)fe1 \(\mathbb{I}\)xf3! 14.gxf3 \(\Omega\)f4∓ 15.\(\mathbb{I}\)f1 豐g5+ 16.含h1 豐h5 17.罩e3 盒d4 18.罩ae1 ②e5 (now you can see why I couldn't avoid showing youthis game) 19. 對d1 罩f8 20. Qc1 d5 21.cxd5 exd5 22.\(\tilde{D}\)b1 \(\tilde{L}\)xe3 23.fxe3 ②xf3 24. 星e2 ②xe2 25. 豐xe2 ②xh2, 0-1 Matisons-Tartakower, Debrecen 1925.

4...e6 5. ₩c2

Another option is: 5.e4 h6 6. 盒xf6 營xf6 7. ②f3 盒b4 – Black's piece activity compensates White's central control – 8. 盒d3 c5!? 9.0-0 cxd4 10. ②b5 ②a6 11. a3 鱼e7 12. ②fxd4 ②c5! 13. 鱼c2 0-0 14. ②c3 d6 with decent play in Stahlberg-Tartakower, Kemeri 1937.

Note that 5.\(\tilde{D}\)f3 is a Queen's Indian or Nimzo line.

5...h6 6.2h4 2e7 7.e4 0-0 8.e5

On 8.0-0-0, 8...c5! is well-timed, since if 9.d5? (9.₺f3 cxd4 10.₺xd4 ₺c6) then 9...₺xd5! is strong.



A real masterpiece by Marshall who is winning by now. He finishes the game in an elegant way!

17. 營d1 單fd8 18. 營e2 營f4+ 19. 含c2 a5! 20.bxa5 罩xa5 21. 公f3 罩a1 22. 含b3 b5! 23. 營e5 bxc4+ 24. 含b4 營c1 25. 公b5 c5+! 0-1

☐ Max Euwe

■ Alexander Alekhine

Budapest 1921

1.d4 ②**f6 2.c4 b6 3.**②**c3 ②b7 4.**營**c2** With this move White is fighting for control over the e4-square.

4...d5



In the past many strong players liked the anti-positional, provocative move $4... \triangle c6$?! $5. \triangle f3$ ($5.d5 \triangle b4 6. \ d1 a5 7.e4 e5 8.g3 g6 <math>9. \ g2 \ g7 10. \ ge2 0-0 11.0-0 d6 12.f4 \pm,$ Sämisch-Nimzowitsch, Karlsbad 1923) $5...e6 6.e4 e5 7.dxe5 \triangle g4 8. \ g5 \ e7 9. \ g4 \ e5 10. \ g3 \pm,$ Teichmann-Alekhine, Berlin 1921.

5.cxd5

White was slightly better in Grünfeld-Réti, Moscow 1925, after 5.公f3 g6 6.总f4 总g7 7.e3 0-0 8.h3 公bd7 9.置d1 c5 10.dxc5 公xc5 11.总e2 罩c8 12.0-0. However, Black could also have gone for 5...e6.

5...9xd5 6.e4

6...**②xc3 7.bxc3**

Here Black can again take a risk and play 7...e5!?

Safer is 7...e6 or 7...g6.

8.dxe5

Here are some alternatives:

- 8.全f3 exd4 9.皇c4 (9.皇c5+!?) 9...全c6 (9...豐e7!?) 10.0-0 d3 11.皇xd3 皇c5 12.e5 and White has the initiative, Zilberstein-Bronstein, Russian Championship, Baku 1972.

- 8.d5 a6(8...c6!?)9.�f3 �d7 10.a4 �d6 11.� g5 f6 12.�e3 0-0 and Black was fine, Labarthe-Horn, Geneva 1990.
- 8.\$.\$.b5+!? c6 9.\$.c4 exd4 10.\$0f3 with compensation.

8...**₩**h4!

After this powerful queen move Black obtains enough compensation.



9. 9 b5+

Protecting the pawn does not lead to an advantage either:

9. \triangle d3 \triangle d7 (in case of 9... \triangle c5 10. \triangle f3 $\$ g4 11.0-0 0-0, it seems that Black has got compensation for White's extra doubled pawn) 10. \triangle f3 $\$ h5 11. \triangle g5!? (11. \triangle f4 0-0-0 with compensation; 11.0-0 \triangle xe5 12. \triangle xe5 $\$ xe5 13. \triangle e3 0-0-0 is unclear) 11... h6 12.e6! \triangle c5 (12... fxe6 13.e5 $\$ f7 14. \triangle e4 $\$ h3 exf7+ $\$ xf7 and Black has enough compensation with ... 0-0-0 coming and nice play on the open files.

9...�d7 10.�f3

Black was somewhat better after 10. 2xd7+ 2xd7 11. 4d3+ 2c8 12. 4h3+ 4xh3 13. 2xh3 2xe4 14.0-0 h6!, M.Makogonov-Freiman, Semi-final Russian Championship, Odessa 1929.

10... 響xe4+ 11. 響xe4 拿xe4



12.**公**g5

This move backfires after Alekhine's accurate 13th move. After 12.0-0 Black should play 12...c6 (12...0-0-0 13. \bigcirc g5 \bigcirc g6 14.e6 was better for White in Danner-Horn, Biel 1990; White holds the initiative in the ending after 12...a6 13. \bigcirc c4 b5 14. \bigcirc xf7+ \bigcirc xf7 15. \bigcirc g5+ \bigcirc g6 16. \bigcirc xe4 \bigcirc xe5 17.f4) 13. \bigcirc c4 (13. \bigcirc c2 \bigcirc c5 14. \bigcirc c3 \bigcirc a4) 13... \bigcirc d8 14. \bigcirc d1 \bigcirc c7 15. \bigcirc f4 \bigcirc c5 16. \bigcirc d4 \bigcirc a4! when he has sufficient counterplay.

12... âxg2 13. ãg1 c6! 14. ãxg2?

White had to try 14.e6! when 14...fxe6 15.\(\hat{Le}\)e2 \(\hat{Le}\)d5 16.c4 spells trouble for Black, who should have gone for the unclear 14...\(\hat{Le}\)e5.

14...cxb5 15.e6 fxe6 16.②xe6 堂f7 Black is just better. The rest is not interesting for our purpose. 17.②c7 罩c8 18.②xb5 a6 19.②d4 罩xc3 20.兔b2 罩c5 21.罩d1 罩d5 22.罩d3 ②e5 23.罩b3 兔b4+ 24.壹f1 兔c5 25.②f5 罩hd8 26.罩xg7+ 堂f6 27.罩f3 罩d2 28.②d6+ 堂e6 29.兔xe5 兔xd6 30.兔xd6 罩8xd6 31.罩a3 罩b2 0-1

☐ Per Andreasen

■ Erik Pedersen

Denmark 1988

1.d4 �f6 2.c4 b6 3.�c3 Ձb7 4.d5!?

White is staking a claim for more space and blocking the diagonal for the bishop.

4...e6

So, Black is forced to fight for the centre and to free the way for his bishop on b7!

5.a3!?

A prophylactic move directed against 总b4, similar to the Queen's Indian. White can also allow the pin with the direct 5.e4 总b4 6.总d3. Now Black needs to improve upon 6...exd5 7.cxd5 (7.exd5 总xc3+ 8.bxc3 0-0 9.仑e2 公a6) 7...0-0 8.仑f3 置e8 9.0-0 总xc3 10.bxc3 d6 (10...公xe4 11.总xe4 置xe4 12.營d3 營e7 13.仑g5 置h4 14.总f4!) 11.置e1±, as in L.Gomez-Jerez Perez, Barcelona 1996.

I would recommend the interesting gambit 6...b5!?. For example: 7.cxb5 (after 7.②e2 bxc4 8.彙xc4 ②xe4 9.豐d4 ②f6 10.0-0 0-0 11.彙 g5 彙e7 White's compensation might be not enough) 7...exd5 8.e5 d4! 9.exf6 豐xf6! 10.豐e2+ 每f8 11.②f3 彙xf3 12.gxf3 dxc3 13.0-0 a6!. In this very complex position Black seems to have good chances.

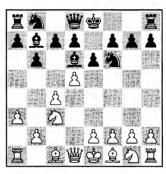
5...**≜d6**

I like this move. The bishop intends to go to e5 at some stage, increasing the pressure on d5 by attacking the c3-knight.

5... 2e7 leads to a very sharp fight: 6.g3 (better seems 6.e4) 6...b5! 7. 2xb5 exd5 8. 2f4 d6 9.c5! 0-0 10.cxd6 cxd6 11. 2d4 2c6 12. 2gf3 2e4 13. 2e3 2e5, Petrosian-Keene, Bath 1973.

An important alternative is 5...exd5 6.cxd5, and now White is somewhat better after 6...g6 7.e4 (7.g3!? Kindermann-Sahovic, Reykjavik 1982) 7....호g7 8.호d3 0-09.②ge2, Plachetka-Sahovic, Vrnjacka Banja 1985. However, Black may consider 6...豐e7!?. The point is to prevent e4 and to press on d5 but still it is a dubious early queen move I must admit: 7.호f4! (7.호g5?! h6 8.호xf6 豐xf6 9.②f3 ②a6 10.g3 ②c5 11.호g2 a5 12.0-0 ②d6 13.②d2 0-0 14.豐c2 ②e5〒, Tyomkin-Kogan, Tel Aviv 1997) 7...②e4! 8 Ic 1 豐f6 (8...g5? 9.豐d4) 9.g3 (9.②h3) 9...②xc3 10.Ixc3 ②d6 11.Ie3+ 含f8 12.②xd6+ 豐xd6 13.②g2 and

White was slightly better in Schroer-Kreuzer. New York 1983.



6.9 f3

Black quickly gains an advantage after 6.e4 \$\(\Delta = 5\)! (6...0-0 7.f4 exd5 8.e5 置e8 9.cxd5∞ was Löffler-Horn, Königsfeld 1985) 7.豐c2 豐e7 8.\$\(\Delta = 2\) \$\(\Delta = 6\) 9.f3 c6, Arlandi-Horn, Geneva 1988.

6...0-0

Black should just castle and not interpolate 6...exd5 7.cxd5 0-0 as after 8.皇g5 罩e8 9.e3 ②a6 (9...皇e7 10.皇c4 h6 11.皇f4 ②a6 12.豐d3 豐c8 13.0-0±, Petrosian-Planinc, Ohrid 1972) 10.②c4 h6 11.②h4 c6 12.0-0 b5 13.②a2 White is just better. Quinteros-Larsen, San Martin 1995.

7.e4

Or 7. \(\Delta g5 \) \(\Delta e7 \) 8. \(\Delta f4 \) \(\Delta h5 \) 9. \(\Delta g3 \) \(\Delta xg3 - \) Sloth-E. Pedersen, Denmark 1987 – and now if 10.hxg3 then 10...f5 is interesting.

7...exd5 8.exd5 c6 9.\(\partial\) e2

Black was slightly better in Bertok-Planinc, Zagreb 1972, after 9.dxc6 dxc6 10. êe2 豐c7 11.0-0 ②bd7.

9...cxd5 10.cxd5 ②a6 11.0-0 至e8 12.호g5 ②c5 13.②d4 호e5 The point of 5...호d6, Black has grasped the initiative and won after 14.互a2 營b8 15.f4 总xd4+16.營xd4 ②xd5 17.②xd5 至xe2 18.互f3 營e8 19.호h6 至e1+ 20.含f2 營e2+21.含g3 ②e4+ 22.含h3 f6 23.②e7+含h8 24.營xd7 ②f2+25.至xf2 營xe7 0-1

☐ Efim Bogol jubow

■ Alexander Alekhine

Germany/Netherlands Wch-m 1929 (8)

1.d4 �f6 2.c4 b6 3.�c3 âb7 4.f3

White fights for central control but misses out on his development – this usually leads to very original and sharp play.

4...d5 5.cxd5 **②**xd5



6.e4

In case of 6.2×45 Black has to make up his mind to take back with the queen or the bishop.

9.夕e2 ĝe7 10. ĝe3 0-0 11. 營c2 夕d7 12. 罩d1 ûg5∓, Bern-Pedersen, Aarhus 1989) 8.ûc4 g6!? (this was the way the great Bobby played in his best years. Tartakower managed to hold the ex world champion with 8...e6 9.\(\Delta\)e2 \(\Delta\)b4+ 10.\(\Delta\)d2 \(\Delta\)xd2+ Euwe-Tartakower, Stockholm ol 1937) 9. wb3!? (9. De2 鱼g7 10.0-0 0-0 11. 鱼e3 ②c6 12. Ic1 ②a5 gave Black counterplay in Chabanon-Haik, Montpellier 1991) 9...e6 13. **世**c2 **世**c6 14. **拿**d3 **世**xc2 15. **拿**xc2 0-0-0 19.罩hd1 ②b4 20.臭b1 臭a6 21.a3 ②c6 22. 2d3 2xd3 23. Xxd3 f5!, Black got some pressure on White's centre and went on to win, Agdamus-Fischer, Buenos Aires 1970.

● Another interesting game saw 6... 盒xd5 7.e4 盒b7 8. 盒b5+!? (8. 盒e3 e6) 8...c6 9. 盒c4 e6 10. ②e2 盒b4+ 11. 盒d2 營h4+! (weakening White's pawn structure) 12.g3 營e7 13.a3 盒xd2+ 14. 營xd2 ②d7 15.0-0-0?! (safer is 15.0-0 0-0 16. 當ac1 c5 with equality) 15...0-0 16. 含b1 (Black is also doing very well after 16 營f4 e5!) 16...c5! 17.dxc5 ②e5! (now White is in trouble) 18. 營c3 營xc5 19. 當d4 19... 當ac8∓ 20. 這c1 ②xc4 21. 富xc4 營xc4 22. 營xc4 查xc4 23. 富xc4 盒a6 with a winning edge in Duchamp-Frydman, Prague Olympiad 1931.

6... 2xc3 7.bxc3 e6

See the next game for 7...e5!?.

8. Qb5+

Black need not fear the alternatives:

- 8.營a4+ c6 9.逾f4 ②d7 10.②h3 愈e7 11.逾e2 0-0 12.0-0 會h8 13.還ad1 b5 14.營b3 a6 15.逾e3 營c7 16.f4 c5, Van Doesburgh-Bogoljubow, Zandvoort 1936

8...**⊘d7** 9.**⊘e2 ≜e7** 10.0-0 a6 11.**≜d3** c5

Black also gained good counterplay after 11...0-0 12.盒e3 c5 13.豐d2 豐c7 14.罩fdl 罩fd8 15.罩ac1 b5, Dufrenoy-Haik, France 1991.

12. **£**b2!?

This is not the best move. White should prefer any of the following moves: 12.\(\hat{2}\)e3, 12.\(\hat{2}\)f4, or 12.a4.

12...**≝c7**



13.f4?!

And here 13.e5 was stronger.

13...**⊘f6** 14.**⊘g3** h5! 15.**₩e2** h4 16.**⊘**h1 **⊘**h5 17.**₩g4?**

This is a mistake - 17.\(\hat{2}\)c1! \(\hat{2}\)d6!?.

17...0-0-0 18. Zae1

Or 18.f5 ②f6 (planning ...e5) 19. 響xg7? 国h7.

18...**⊈b8**

With the annoying threat of ... 2g4.



26.⊈h1

26...@g3+! 27.hxg3

Black wins after 27. \$\ddotg g1 \hat{2}g4.

27...hxg3+ 28.എh3

Or 28.曾g1 gxf2+ 29.基xf2 皇g4 30.豐g3 皇e2, and now:

- Better is 31.**点**g5 f5 32.d6 (32.exf5 **L**xg5 33.**L**xg5**L**xg5**L**xg5, but Black is still winning.

28...皇xh3 29.gxh3 置xh3+ 30.曾g2 置h2

Mate

☐ Erik Dignum

■ Arthur Kogan

Utrecht 1999

1.d4 ②f6 2.c4 b6 3.公c3 Ձb7 4.f3 d5 5.cxd5 公xd5 6.e4 公xc3 7.bxc3 e5!

An aggressive and interesting gambit. It was this idea that I had in mind when I first started analysing the line. In fact I could implement it in the first game in which I tried the 2...b6 line!



8.⊈c4

● Here 8. ₩a4+ led to no advantage in

- Black also got a good position after 8. ②e2 exd4 9.cxd4 ②e7 (9.... ②d6!?) 10. ②e3 0-0 11. 營b3 ②g5 12. ②f2 ③a6!?, Beliavsky-Panchenko, Grozny 1969.
- 8.dxe5 is the critical line, where I would recommend 8... ②d7! (8... 灣h4+ 9.g3 灣h5 10.e6! fxe6 11. 灣b3, J.Graf-Horn, Geneva B 1990; 8... 豐xd1+ 9. 蛰xd1 ②c6 10. 皐f4 ±) 9. 皐f4 皐c5 (it seems that Black has more than enough compensation for the pawn) 10. 皐c4 營h4+ (10... 營e7) 11. 皐g3 營e7 12.e6 fxe6 13. ②e2 e5! with ... 0-0-0 coming up and a nice position. But not the immediate 13... 0-0-0? 14. ②d4!.
- 8.ଛb5+ c6 9.ଛc4 ②d7 10.豐b3 豐h4+ 11.每f1 豐f612.②h3 h613.②f2 \$\oxedextrm{2}\$d6 was unclear in Levitas-Tolush, Leningrad 1938.

8...exd4 9.42e2!

Here 9.cxd4 单b4+ will force the king to move to avoid losing the d4 pawn: 10. 全f2 0-0 gives Black the initiative.

9...d3!

Destroying White's pawn structure.

10.公d4!?

10. 響xd3 響xd3 11. 息xd3 公d7 and with such a square as c5 for the knight, Black must be OK!



10...**∮c**5

This is stronger than 10...c5, which weakens the d5 square: 11.②e2! (11.②f5 g6) 11...②c6 (11...dxe2?? 12.③xf7+!+-) 12.賢xd3 unclear (12.②f4 总d6).

11.≜xf7+?!

White got too emotional, but in fact he really made me sweat for a while. The normal 11. ≝xd3 would be answered by 11... ⊘c6.

11... 曾xf7 12. 曾b3+ 曾e8 13. 2e6

This is a position that is really hard to play as Black.



13...d2+!

This was part of my calculation. However, maybe even better, but still harder to calculate was 13... \sharp f6!, for example 14. $\$ g5 (14. $\$ c5 bxc5 15. $\$ xb7 $\$ xc3+ 16. $\$ f2 $\$ xa1 17. $\$ xa8 $\$ xa2+ $\$ 7) 14... $\$ g6 15. $\$ c5 $\$ xxb7 $\$ xa8 $\$ xa2+ $\$ 7) 14... $\$ g6 15. $\$ c5 $\$ xa9 16. $\$ c5 $\$ xa9 16. $\$ c5 16. $\$ c7 16. $\$ c7 16. $\$ c8 16. $\$ c7 16. $\$ c7 16. $\$ c8 17.0-0 then 17... $\$ c6! $\$ 7.

This was the point! Black should calculate carefully of course.

15.**⊈e2**

15. 含xf2 營xd2+ 16. 含g3 would have forced me to find a hard move such as 16... 含e7!! (wrong is 16... 省d6+ 17.e5! 營xe5+ - 17... 省e7 18. 省c4!? - 18. 含f2 and with 其he1 coming, Black is danger) 17. 其hd1 (17. 公xc7 省d6+) 17... 省hd18. 公d4 省g6+ 19. 含f2 互e8 20 分f5+ 含f8 21 省a3+ 含f7 22 互d8 省e6

15... âa6+! 16. 當xf2 營xd2+ 17. 當g3 營d6+ 18.e5



18... 響e7?! Better was 18... 響xe5+ 19.f4 (19. 會f2 響e2+

20.堂g3 魚c4 winning) 19... ≝e3+ 20.堂h4, but I 'missed' 20...堂d7!∓ and my king escapes from the danger zone, leaving Black with a material advantage and the white king on h4.

Correct was 20... 쌀xd6! 21.exd6 요c4 22. 公c7+ 살d7 23. 公xa8 살xd6 and Black will win the knight on a8 and will retain the better chances.

21.₩xe7+

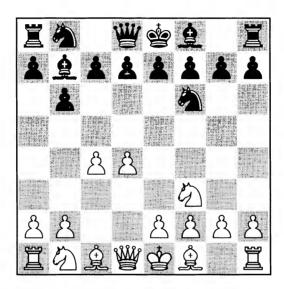
The best chance for White was 21.②c7! ②b7 (21...罩d8 22.營xe7+ 含xe7 23.②xa8 ②b7 24.③xb6 axb6 ∞) 22.罩ad1 罩c8 with unclear play.

21... ★xe7 22. 公c7 兔b7 23. 其ad1 公d7 24. 公xa8 耳xa8 25.f4 耳f8 26.a4 公c5 27. 耳d4 公b3 0-1

CHAPTER 12

Arthur Kogan

The Queen's Grünfeld Line (Part II)



1.d4 ②f6 2.c4 b6 3.公f3 臭b7

☐ Shahin Mohandesi

Arthur Kogan

Antwerp Open 1996

1.d4 ②f6 2.c4 b6 3.②f3 Åb7

3...e6 is the 'normal' Queen's Indian! **4.**⊘**c3**

- Against the passive 4.e3 it should be good enough to transpose to a 'healthy' Queen's Indian with 4...e6 (4...d5!?) 5.\(\dot\text{\text{2}}\)d3 d5 6.0-0 \(\delta\text{\text{d}}\)d6 where Black usually obtains comfortable play: 7.b3 0-0 8.\(\delta\text{\text{2}}\)bd7 9.\(\delta\text{\text{c}}\)3 a6 with the idea of ...\(\delta\text{\text{e}}\)4 or ...c5. The chances are about equal.
- 4.g3. Now White is hoping for a normal Queen's Indian where the bishop on g2 is

well placed, keeping an eye on d5 and having in mind a future e4. Here I would recommend 4...e5!?. Wow! What a surprise! By the way, this move was already played by Alekhine in 1921! Black of course has other more solid moves at his disposal (mainly 4...e6 transposing to the Queen's Indian) but I think that 4...e5 is more in the spirit of SOS. Before we investigate 4...e5 more fully I would like to point out another more positional way to 'unbalance' the position. Namely, to give up the light-squared bishop for the knight, and destroying White's pawn structure with 4...\(\hat{2}\)xf3!? 5.exf3 e6 6.\(\hat{2}\)g2 c6. After this sequence Black should take care about the 'white holes' in his queenside:

7.0-0 d5 8.cxd5 cxd5 9.f4 (the f5 break is in the air) 9...g6! (logical to keep position closed, preventing White's bishops from entering the game!) 10.b3 鱼e7 11. 位d2 0-0 12. 鱼b2 公c6 13. 豐e2 富c8 14. 富ac1 豐d6, Mishra-Ravisekhar, India 1988, where Black seems to be at least OK, since he managed to keep the position closed. His knights are better than White's two bishops.

Now let's analyse 4...e5 5.dxe5 (5.d5 鱼b4+6.鱼d2 豐e7 and with ...c6 coming, the future looks bright for Black) 5...公g4 – a familiar manoeuvre from the Budapest Gambit.



And here White has a choice:

I would recommend instead 14... 響xc4! 15. ②xc7 罩ac8 with counterplay for Black.

- Interesting is 6.皇h3!? ②xe5 7.0-0!? (but not 7.②xe5 皇xh1 8.f3 豐e7!) 7...②xc4 8.豐d3 (8.b3 豐f6) 8...②d6 9.②c3 and now White would have nice compensation after 9...皇e7 10.②d5. Therefore Black should play 9...②a6! with unclear play.

4...d5!?

Again 4...e6 is just the Queen's Indian. **5. a5**

This aggressive move is also reminiscent of the Grünfeld!

There is an important alternative in the form of 5. ₩a4+.

Now bad is 5... 曾d7? 6. 曾xd7+ \$xd7 (or 6... 心bxd7 7. 心b5!) 7. 心e5+ \$e8 8. 心b5! (too slow is 8.e3 e6 9.cxd5 exd5 10. 总d2 a6±, Farago-Winants, Wijk aan Zee B 1987) 8... 心a6 9.cxd5 心xd5 10.a3! with a serious positional advantage.

Interesting is 5...\(\(\doc{1}\)c6!? since 6.\(\begin{align*}{c}\)b3 dxc4 (6...e6 7.\(\delta\)g5 \(\delta\)e7 8.e3\(\delta\)) 7.\(\begin{align*}{c}\)xc4 e6 8.\(\delta\)g5 \(\delta\)e7 9.e3 0-0 seems playable. Black plans ...\(\delta\)b7 and ...c5. However, White does retain the better chances thanks to his strong centre.

That is why we will analyse 5... △bd7 now, when White has three options.



The straightforward 6.cxd5 ∅xd5
 7.∅xd5 ೩xd5 8.∅e5 leads to unclear play

following 8...a6!.

● In case of 6.\(\hat{2}\)g5, Black should not play 6...\(\Delta\)e4 because of 7.cxd5 (7.\(\Delta\)xd5 \(\Delta\)xg5 8.\(\Delta\)xg5 e6) 7...\(\Delta\)xc3 8.bxc3 \(\Delta\)xd5 9.\(\Delta\)d2 and White is better.

Stronger is 6...dxc4, when the lines fork:

- 7.營xc4 e6 8.e4 h6 9.皇h4 g5 10.皇g3
②xe4 11.皇xc7 ②d6! is slightly better for Black

- After 7.\(\hat{2}\)xf6 exf6 8.e4 a6! Black is fine, while 8...\(\hat{2}\)d6 9.\(\hat{2}\)xc4 a6 is also possible.
- 6. © e5 e6 is strange:

In case of the annoying 7. \bigcirc c6 things are far from clear after 7... $\$ c8! 8.g3 a6! 9. \bigcirc g2 b5! (but not 9...dxc4 10. $\$ xc4 b5 11. $\$ b3 \bigcirc b8 12.d5! exd5 13. \bigcirc a5) 10.cxb5 axb5 11. $\$ xb5 \bigcirc d6! 12.0-0 \bigcirc a6 13. $\$ b3 \bigcirc c4 14. $\$ c2 $\$ b7 15.b3 $\$ xc6 16.bxc4 $\$ xc4 and Black is slightly better.

Therefore White should continue with 7.cxd5 \triangle xd5 (but not 7...exd5 8.e4!) 8. \triangle xd5 (8. \triangle d2 a6 is fine) 8...exd5 (if 8... \triangle xd5 then 9.e4! \triangle xe4 10. \triangle b5 c6 11. \triangle xc6 \triangle xc6 12. \triangle xc6 \pm) 9. \triangle f4



Now Black has several interesting possibilities at his disposal:

国fe8 14. 空d2 息d6) 10.... 息xe5, Burgess-E.Pedersen, Aarhus 1990, led to an immediate draw, but probably White has the better chances: 11. 息xe5 0-0 12. 息g3 ± c5 13. 息d3 ②f6 14.0-0 ②e4 15. 急f4.

- I would suggest 9...a6!? for further analysis. This move takes control of the b5 square and prepares ...b5 and ...c5 ideas.
- However, my personal favourite is the surprising 9...a5!? ('threatening' \(\Delta\beta\)+) 10.a3 (10.0-0-0 \(\Delta\)d6 11.e3 \(\Delta\)xe5 12.\(\Delta\)xe5 0-0 13.\(\Delta\)f4 c5 with unclear play) 10...\(\Delta\)d6 11.e3 \(\Delta\)xe5! 12.\(\Delta\)xe5 0-0 (now with the black pawn on a5, the white queen looks misplaced) 13.\(\Delta\)g3 c5 14.\(\Delta\)d3 (14.\(\Delta\)b5 \(\Delta\)f6 with ...\(\Delta\)e4 and enough counterplay) 14...\(\Delta\)f6 (14...\(\Delta\)a6!? 15.\(\Delta\)xa6 \(\Delta\)xa6 \(\Delta\)xa6 \(\Delta\)xa6 \(\Delta\)xa6 \(\Delta\)xa6 \(\Delta\)xa6 \(\Delta\)xab 16.0-0 is still somewhat better for White) with nice counterplay for Black.

5...Øe4!

If White's previous move 5. 2g5 was taken from the Grünfeld then let's use a familiar antidote from that opening!



6. **皇f4**

A very impressive game was played by Nikolic: 6.cxd5 公xg5 (I would recommend the safer 6...公xc3 7.bxc3 豐xd5 with interesting play, Gelfand-Djuric, Ulcinj 1997) 7.公xg5 (7.豐a4+!? c6 8.公xg5 e6! with counterplay) 7...e6 8.公xf7! (White gets two pawns and an attack for the knight. Possible

is 8.營a4+c6 9.②f3 exd5 and 8.②h3!? exd5 followed by a rapid c7-c5) 8... 全xf7 9.dxe6+ 含xe6 (9...含g8 10.e4±) 10.e4 g6 11. ②c4+ 含e7 12.營f3! 營e8 13.0-0 ②g7 14.營g3 含d8 15.罩ac1 罩f8 16.e5 ②c6 17. ②d5 a6 18.營h4+ 含c8 19.營xh7 with a winning edge in Nikolic-Djuric, Bled 1991.

There is room for creativity with 6.e3 公xg5 7.公xg5 e6 8.豐 g4 鱼e7 9.h4!? with an interesting game.

6. \triangle h4 is best met by 6...dxc4! 7. $\$ a4+ (7.e3 \triangle xc3 8.bxc3 $\$ d5 9. \triangle e5 b5 looks at least OK for Black) 7... d7 8. $\$ xc4 \triangle d6 (with a future ... \triangle f5 or even ... $\$ f5 coming and enough counterplay) 9. $\$ d5 (better is 9... $\$ f5) 10. $\$ e5! $\$ e6 (10... $\$ xd4?? 11. $\$ xf5) 11. $\$ g3 $\$ xg3 $\$ 12.hxg3 with attacking chances.

6...e6 7.e3

And here I made the 'brave decision' to play



7...g5!

This looks overly optimistic but is in fact based on concrete calculation and assessment!

With 7...\$\oldsymbol{\text{\text{\$\left}}} d6 Black would be fighting to equalize the game (and nothing more). This is not my style!

8. g 6 9. g 3

Even after 9.cxd5!? exd5 10.逾g3 h5! 11.豐c2 (White loses in the line 11.豐b3 h4 12.②xe4 - 12.逾b5+ c6 13.逾xb8 cxb5干 - 12...dxe4 13.豐e6+ 豐e7) 11...逾b4! White still has problems to solve, for example 12.豐a4+ ⑵c6 13.逾b5 豐d7!∓ 14.豐xb4 ②xb4 15.逾xd7+ 含xd7 and White can't avoid losing material!

9...h5!

And White is already under attack!

10.h4 2xg3 11.fxg3 g4

Also good looks 11... d6 12. df2 gxh4 13.gxh4 **Ig8** with an attack.

12.公d2 **曾d6!**

Black's moves must be energetic to attack White's weaknesses and at the same time to develop his pieces as fast as possible to attacking places!

13.**ġf2** ๋ዿh6!

Now the ... \(\hat{2} xe3+ idea is in the air! \)

14. **營c2**

White threatens 15. 學g6+, but...

14...Øc6!?

Incredibly enough, I just ignored his threat! Again I chose the aggressive way: now I am threatening ... 2xe3 since the d4 pawn will be hanging as well. At the same time I am preparing a safe place for the black king with ...0-0-0 after which even a pawn break like ...e5 will be a nice idea!



15.罩e1?!

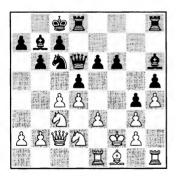
White got very nervous about the sac on e3 and decided to prevent it!

What did I have in mind against the attractive looking 15. 豐g6+? My idea was that after 15... 堂d7! I get my 罩a8 into play quickly and the ... ②xe3 idea is still in the air!

- 16.②b5 ②xe3+! 17.③xe3 豐xg3+18.⑤e2 a6 19.cxd5 (or 19.豐f7+ ②e7 20.②c3 罩af8) 19...②e7 20.dxe6+ ⑤xe6! (Black wins back his piece, retaining the safer king!) 21.②xc7+ (21.②c3 豐xc3) 21...豐xc7 22.豐d3 罩ad8.

15...0-0-0

Now Black's advantage is more than evident. Just compare the safety factor of the kings!



16.c5!?

This is an attack out of despair, but anyway the coming ...e5 pawn break idea was really too annoying for White, so at least he tries 'to die' as a hero!

Also bad are 16. **2**d3 **2**b4, and 16. **2**b5 **2**d7 17.cxd5 **2**d4 18. **2**c4 **2**xd4!.

In case of 16.a3 Black has 16...e5! 17.cxd5

exd4! 18.②c4 dxe3+ 19.②xe3 罩he8!? (19...②e5) 20.dxc6 營d2+ 21.營xd2 罩xd2+ 22.尝g1 ②xe3+ 23.冨xe3 罩xe3 24.cxb7+ 含xb7 and White is in trouble.

16...bxc5 17.公b5 營e7 18.公b3

18.dxc5 will be very sad for White after 18...e5.

18...a6 19.6\c3

Not enough either was 19.②xc5 axb5 20.逾xb5 營d6 21.營a4 ②e7 22.營a7 (22.營b4 �b8 23.彙a6 營b6!∓) 22...營b6.

19... ∮xe3+!

Now it's party time!

20. 其xe3 cxd4

Black is winning of course.

21.這e1 dxc3 22.營xc3 d4 23.營c5 營d6 24.這c1 d3 25.這d1 ②e5 26.含e3 營d7 27.營b4 營d5 28.公c5 ②c4+ 29.含f2 營d4+ 0-1

After this game GM Piket asked me 'politely', half joking, half serious, if I always play in 'such old classical style'.

☐ Bela Toth

■ Pascal Horn

Biel 1986

1.d4 ②f6 2.c4 b6 3.②f3 Ձb7 4.公c3 d5 5.cxd5 公xd5



6. **營c2**

This move is logical in the sense that it prepares e4. White has other plans at his disposal too. Let's see what happens if the e-pawn moves.

The natural but modest 6.e3 can be met by 6...g6!? (6...e6 is again a Queen's Indian type of position if this is to your taste!) 7.\(\delta\beta\beta+\!?\) c6 8.\(\delta\delta\delta\delta\geq 79.0-00-010.e4\) \(\delta\cong xc311.bxc3c512.\(\delta\end{e}\delta\cong xcd413.cxd4\delta\cong cong with unclear play in Jelling-E.Pedersen, Danish Championship 1987.

An interesting gambit is 6.e4!? ②xc37.bxc3 ②xe4 8.②e5!



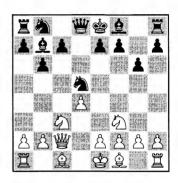
Now the game Adla-J.Rodriguez, Argentina Championship 1989, went 8... 全b7? when White missed the strong shot 9. 公xf7! 含xf7 10. 學h5+ g6 11. 豐e5 with a killing attack or winning material.

I would recommend instead 8... \(\delta 65!\). Now after 9.c4 \(\delta b7 \) 10.\(\end{a}4+ c6 \) 11.\(\delta e3 \) e6 White's compensation might not be enough. While in case of 9.\(\end{a}g4 \) Black has 9...g6! (9...h5!?), and with ...\(\delta g7 \) coming Black seems to be happy about his extra pawn. If 10.\(\delta c4 \) then 10...c6!.

Also playable is 8...e6!?9. 빨g4 호d5 10. 호d3 h5 11. 호g6!? hxg4 12. 호xf7+ 호e7 13. 호g5+ 호d6 14. 호xd8 신d7. This would be a funny adventure, but probably not so bad for Black!

6...g6

And now we have a real kind of Grünfeld! Black may also consider 6...公xc3 7.bxc3 (7.營xc3 e6) and only now 7...g6. However, not 7...營d5?! 8.e3 g6 9.总d3 when White is better.



7.e4

This is most natural, but practice has also seen:

- 7.②xd5!? 營xd5 8.e3 (not 8.營xc7?! ②d7 with ... 這c8 coming and a nice initiative for only one pawn) 8... ②c6 (also playable was 8... ②d7 for example 9. ②c4 營f5 10.營xf5 gxf5) 9. ③c4 營d6 10. ②d2 ③g7 11. 這c1 a6! 12. a3 0-0 13. ②d3! (Loek didn't really want to let me relax...) 13... 這ac8 14. ②e4 ②d8 15. ②xb7 ②xb7 16. 營e4 c6 17. ②b4 營d5! 18. 營xd5 cxd5 19. ③d2 ②f6 and White looks a bit better even though Black's position is solid enough, Van Wely-Kogan, Antwerp 1996.
- 7. ②d2 (again in the spirit of the Grünfeld!) 7... ②g7 8.e4 ②f6 9.0-0-0 0-0 10.h4 ②g4! 11. ②f4 ②c6! 12.d5 ②b4 13. 營d2 c6! (after a very nice knight's dance, Adorjan also invited his pawns to the 'party'!) 14.a3 a5!? 15.dxc6 ②xc6 16. ②b5 e5! 17. 營e2 營c8 18. ②e3 ②xe3 19.fxe3 ②a7 20. ②b1 ③xb5 21. 營xb5 營g4 22. ②xe5 營xg2 23. ②lg1 營h2 24. ②f3 營f2, 0-1 Wells-Adorjan, Hungary 1995. A true masterpiece!

7...公xc3 8.bxc3 皇g7 9.皇c4

Black also looks OK in 9.호e2 0-0 10.0-0 心d7 (10...c5 is the other logical way) 11.a4 e5 12.호b2 罩e8 13.호d3 exd4 14.cxd4 c5! 15.d5 c4! 16.호xc4 호xb2 17.豐xb2 罩xe4 with fine counterplay, Bukic-Planinc, Skopje 1971.

9...0-0



10.h4!?

This aggressive idea which tries to punish Black's solid set-up, was played in two games!

More 'normal' is 10.0-0 c5 (10...公d7!?) 11. Idl but Black has good play following 11... 對c7 or 11...cxd4 12.cxd4 公d7.

10...\deltaddelta

This introduces the ... \models g4 idea which gives White a real headache.

11.h5

The safest option was 13.总xa6 公xa6 14.營e2 營xe2+ (but not 14..營xg2? 15.0-0-0 winning) 15.会xe2 c5 with typical counterplay in the centre.

11...豐g4 12.hxg6 hxg6 13.罩h4 豐xg2 14.尝e2! 息f6



15.∕∑e1

Here 15.**û**e3!? **û**xh4 16.**ಔ**g1 **豐**xg1 17.**û**xg1 e6! (17...**û**a6?! 18.**û**xa6 **②**xa6 19.e5!±) 18.**û**f3 **û**e7 looks OK for Black!

15... **当g1 16. 分f3 当g2 17. 基h2?**

Of course 17. ②e1! will be a draw!

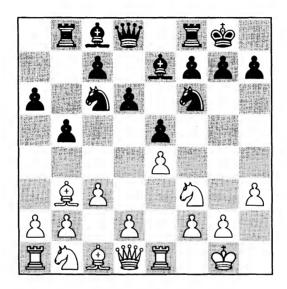
17...**≝g4 18.**.**≜d3 c5**!

Now 19...c4 is a major threat and suddenly White is just lost!

19. â.h6 c4! 20. â.xc4 â.xe4 21. 響d2 響xf3+ 22. 當f1 罩c8 23. 罩e1 罩xc4 24. 罩e3 響f5 25. 罩eh3 â.f3 26. 響e1 響d3+ 27. 會g1 響e2 28. 響xe2 â.xe2 29. â.f4 ②d7 0-1

A really impressive win with black against a stronger opponent by the expert Pascal Horn. He used 2...b6! as his main weapon for years!

CHAPTER 13 Adrian Mikhalchishin A Spanish SOS



Gajewski's 9... \Bb8!?

Usually SOS lines start well before move 10. Indeed, we want to take our opponent by surprise as early as possible. However, when we can present a surprise in one of the most well-known tabiya positions known to mankind then it makes sense to make an exception.

What, it would seem, can possibly be devised in the main line of the Ruy Lopez on the 9th move? Millions of players have looked at the classical Spanish after 1.e4 e5 2.全分 公合 3.全5 a6 4.全4 全6 5.0-0 全6 6.至1 b5 7.全5 d6 8.c3 0-0 9.h3, and no one has thought about playing 9... 這b8!?.

True, in the game Ziska-Pickering, Nice 1974, this was played, but most probably by

accident, since the idea in the subsequent play was completely different.

Then in 2003 the talented young Polish IM Grzegorz Gajewski began employing this continuation. His idea was to improve on the variation 9...a5 10.d4 exd4 11.cxd4 d5, when 12.�e5! ♠xe5 13.dxe5 ♠xe4 14.♠xd5 is very strong. With the rook on b8 this variation is not to be feared at all!

Next this idea was included in the repertoire of Ruy Lopez expert Vladimir Malaniuk.

I have already mentioned the main idea – to remove the rook from a8. But the second idea is a strengthening of Black's role in the centre and, naturally, a reduction in the danger of an attack by White on the kingside.

☐ Sergey Fedorchuk

■ Grzegorz Gajewski

Warsaw 2005

1.e4 e5 2.②f3 ②c6 3.Ձb5 a6 4.Ձa4 ②f6 5.0-0 Ձe7 6.ℤe1 b5 7.Ձb3 d6 8.c3 0-0 9.h3 ℤb8!? 10.d4

It is hard to devise anything more sensible. After the modest 10.d3 ②a5 11.②c2 c5 12.②bd2 ②c6 13.②f1 d5! (transposing into an interesting version of the Marshall!) 14.exd5 ②xd5 15.②xe5 ②xe5 16.覃xe5 ②f6 17 賈el



17...b4! Black has excellent development and play against White's weaknesses on the queenside.

In the game Zhigalko-Gajewski, Pardubice 2005, after the continuation 18.d4 bxc3 19.bxc3 g6, White was able to escape from his difficulties by offering a draw with 20.響f3.

10...exd4 11.cxd4 d5 12.e5

The point of Gajewski's line is apparent after 12. ②e5 ②xe5 13.dxe5 ②xe4 14. ②xd5 when the rook is not hanging on a8. This allows Black to equalize without difficulties following 14...②c5 15. 豐f3 c6! 16. ②xc6 ②d3 17. ②d1 ②xe5 18. 豐e2 豐c7 19. ②e4 ②g6, Stehno-Malaniuk, Marianske Lazne 2006.

12...公e4 13.公bd2 息f5

The bishop is well-placed on this diagonal.



14.⊈c2

After 14. ②f1 ②e6 15. ②g3 ②xg3 16.fxg3 ②f5 17. ②c2 營d7 18. ②d2 ②xc2 19. 營xc2 ②d8 20. ②ac1 ②e6 21. 營c6 White has slightly the better ending, Warakowski-Gajewski, Poland 2003. It was dangerous to play 14...②a5 15. ②xd5! 營xd5 16. ②e3 營d7 17. ③xf5 營xf5 18. 營e2, but 14... ②b4 15. ②e2 ②e7 would have been correct.

14...公b4! 15.臭b1

The acceptance of the pawn sacrifice by 15. 全xe4 dxe4 16. 全xe4 全xe4 17. 基xe4 was very dangerous on account of 17... 對d5.

It is clear that after 20.\(\mathbb{Z} g3 \) White's extra pawn does not compensate for the position of his rook on g3.

20...皇xf6 21.皇g5 公d3 22.皇xf6 豐xf6 23.b3 公f4



24.今e5 罩bd8 25.會h2 c3!

This pawn will become very unpleasant. 26.b4 ②d5! 27.a4 豐xf2 28.②d3 豐d2 29.還g3 豐xd1 30.還xd1 bxa4 31.還c1 a3 32.還g5 還fe8 33.②c5 ②xb4

It was not essential to give up the c3-pawn. 33... \(\textit{\$\textit{Z}\$} \) and 33... \(\textit{\$\textit{Z}\$} \) were both good.

34.萬xc3 a2 35.萬a3 萬xd4 36.△xa6 萬d1 37.△xb4 a1豐 38.萬xa1 萬xa1 39.△d5 萬ee1 40.貳f5 h6 41.萬f2 萬ad1 42.△b4 萬e3 43.△c2 萬ed3 44.萬f4 萬c3 45.△b4 萬d2 46.貳f5 萬b3 47.△d5 貳bb2 0-1

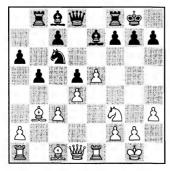
☐ Zoltan Almasi

Dusko Pavasovic

Sibenik 2006

A clearly more active continuation than the development of the knight at d2. Black is practically forced to exchange on c3, after which the structure becomes very double-edged – i.e. one demanding determined and forceful action by both sides.

13...6 xc3 14.bxc3



14...≙f5 Black can also try immediately attacking the

centre by 14... (a) a5 15. (c) c2 c5, although the exchange of the light-square bishops should be to his advantage.

15.皇c2 **曾d7**

Logical development, although again 15... 全xc2 16. 響xc2 公a5 followed by c7-c5 was possible.

16.≜g5 ≜xc2?

Exchanges are to Black's advantage – after 16...≜xg5 17. €xg5 h6 18. €xf3 €e7 and 19...c5 he would not have the slightest problems.

17. 響xc2 公d8

Correctly switching the knight to the powerful blockading square e6. Now after 17... ♠xg5 18.♠xg5 mate is threatened which explains why Black should have traded the dark-squared bishops on the previous move.

18.**Ձe**3!

Now White can and should avoid the exchange.

18...എe6 19.എh2 c5?

Black should have maintained the blockading policy to the end by 19...f5 20.exf6ep \(\Delta xf6 \) 21.\(\Omega g4 c5 \) with reasonable counterplay. Now his play comes too late against White's energetic attack on the kingside.

20.f4 \(\mathbb{I}\)fc8

Here too 20...f5 should have been played. Black is playing on the wrong part of the board.

21. gd3 c4 22. gc2 b4 23.cxb4 xb4

No better was 23...\(\hat{\textit{\textit{L}}}\) xb424\(\pm\)f1, after which the advance of the f4-pawn will break up the position of black's king.

24.f5 🖄 g5

Other knight moves do not improve matters.

25.f6! gxf6 26.exf6 \(\hat{Q}\)xf6 27.\(\hat{Q}\)g4
\(\hat{Q}\)e4?

This signifies immediate capitulation. After 27... 2d8 Black has a difficult position, but it is still possible to resist.

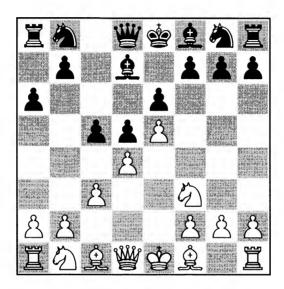
28. **資xe4**!

1-0

CHAPTER 14

Jeroen Bosch

The French Advance with 5...a6



Exchanging the French Bishop

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 **≜**d7 5.**⊘**f3 a6

 is opened for the rook, the pawn on b5 controls some light squares, and it may be pushed to b4 to gain more space. Please note that Black will often take on d4 before executing his ♠b5 idea. We will illustrate the main ideas by means of five games.

☐ Maximilian Meinhardt

■ Rainer Knaak

Germany Bundesliga 2006/07

1.e4 e6 2.d4 d5 3.e5 c5 4.c3 âd7 5.∆f3 a6 6.h4

White gains space on the kingside and leaves the bishop on f1 for the moment. In that way he loses no time with \(\hat{L}xb5\) (as he would after 6.\(\hat{L}\)e2 or 6.\(\hat{L}\)d3, which are nevertheless the most popular replies). Let's have a look at some alternatives:

- 6.dxc5 盒xc5 7.盒d3 leads to about equal play. Black was better in the old game Nun-Spiridonov, Decin 1975, following 7...②e7 8.盒f4 ②g6 9.盒g3 盒b5!? (9...②c6) 10.盒xb5+axb5 11.b4 ②b6 12.0-0 h5! 13.h4 營d7 14.②bd2 ②e7! (manoeuvring the knight to f5, from where it controls d4) 15.②b3 ②f5 16.盒f4 營c6 17.②fd4 盒xd4 18.cxd4 營b6 19.g3 ②c6 and Black wins material.
- 6.a3. Another waiting move that is characteristic of the French Advance Variation. Black should now execute his positional idea with 6...cxd4 7.cxd4 \$\ddots 8.\ddots xb5+ axb5



9.0-0 (Black is fine after 9.皇g5 營a5+10.②bd2h611.皇e3b412.0-0 bxa313.bxa3 ②e7 14.營b3 黨a7 15.②b1 營a4 16.營b2 營d7 17.②c3 ②ec6 Rogulj-Drazic, Jesolo 1999). Now the immediate 9...b4!? is quite playable (while 9...公c6 is a natural alternative):

- 10.②bd2 ②h6 11.②b3 ②f5 12.axb4 罩xa1 13.②xa1 ②xb4 14.豐b3 ②c6 15.②c2 豐b6 with even chances in Ristic-Nestorovic, Belgrade 2005.
- 10.皇g5 ②e7 11.②bd2 h6 12.皇xe7 皇xe7 13.axb4 冨xa1 14.營xa1 皇xb4 15.營a4+ ②c6 16.②b3 0-0 with equality, Delchev-Drazic, Saint Vincent 2003.

6...cxd4

6...h5?! 7.皇e2 cxd4 8.cxd4 皇b5 9.②c3 兔xe2 10.②xe2 ②c6 11.0-0 皇e7 12.皇g5 ②h6 13.②g3 g6 14.豐d2 兔xg5 15.②xg5 豐b6 16.簋fd1 is a typical slight edge for White, Stehno-Jurek, Olomouc 2006. 6...皇b5?! 7.皇xb5+ axb5 8.dxc5 皇xc5 9.b4 皇b6 10.②a3 is best avoided. Black loses his b5-pawn. That is why Black should take on d4 before playing ...皇b5.

7.cxd4 âb5 8.âxb5+ axb5 9.2c3 b4



Chasing the knight away and gaining some useful space on the queenside.

10. ②**e2** ②**e7 11.** ②**f4 豐b6 12.0-0** ②**d7!?** Also playable was 12... ②bc6.

This looks aggressive but it invites Knaak's next move.

15...h5 16.₩h3 g6

White's queen looks a little off-side now.

17.b3 **⊈**f8 18.**ℤ**ac1

Interesting was 18. ②gxe6+ fxe6 19. ②xg6+ �g7 20. ②xh8 ℤxh8 and Black is all right with his two knights, but it looks like a better fighting opportunity than the game.

Preparing to counter on the c-file, and correctly foreseeing the consequences of the forthcoming pawn sacrifice.

23. 2d3 Ic8! 24. 2xb4 Ixc2 25. 2xc2



25... ₩c7! 26. Øe1 ₩a5

Black not only regains his pawn, but gains another in the process. Note the vast difference in activity between both queens. Also strong, by the way, was 26... \(\vee \cdot 23\).

27.公**f3 營xa2 28.**公**d2** 公**xd4** Or 28...營a1+ 29.含h2 公xd4.

☐ Adnan Avdic ☐ Sinisa Drazic

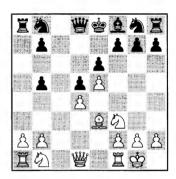
Djakovo 2005

1.e4 e6 2.d4 c5 3.c3 d5 4.e5 ≜d7 5.⊘f3 a6 6.Ձe3 cxd4

Again Black should first exchange on d4. **7.cxd4**

Another option is 7.\(\infty\)xd4 (taking with a piece on d4 has become more attractive after

7....\$b5 8.\(\hat{2}\)xb5+ axb5 9.0-0



9...b4

Note how reluctant Drazic is to develop his pieces. He makes sure he is getting all his useful positional moves in first.

- White gained a huge positional edge in Keitlinghaus-Bunzmann, Budapest 1997, after 9... 響d7?! 10. 響d3 b4 11. ②bd2 ②e7 12. ②b3 ②f5 13. ②d2 ②c6 14. g4! ②h6?! (14... ②fe7 15. ②c5 was the lesser evil) 15. ②xh6 gxh6 16. 尝h1 罩g8 17.h3 罩g6 18. ②h4! 罩g7 19. ②g2 h5? 20. ②f4! hxg4 21. ②h5 winning.
- 9...公c6 10.公c3 b4 11.公e2 公ge7 12.公g3 (this prevents ...公f5 so Black must change his plans) 12...公g6 13.公h5 f6!? 14.exf6 gxf6 15.營d2 營e7!? 16.总h6 這g8 17.這fe1 总xh6 18.營xh6 0-0-0 19.a3 b3! 20.營e3 e5 21.這ac1 含b8 22.營xb3 (22.dxe5) 22...營d6 23.營b6 e4 24.公d2 公h4 25.公g3 f5 and Black was

better in Scavo-Drazic, Bratto 1999.

10.≝d3 公c6 11.公bd2 公ge7 12.a3

An earlier Drazic effort saw 12. △b3 △f5 13. ≜d2 h5 14. ≜g5 ≜e7 15. ≜xe7 ≝xe7 16. △e1 0-0 with about even chances in Van Haastert-Drazic, Wijk aan Zee Sonnevanck 1998.

Nothing much is gained by 15.營xb7 皇xd2 16.皇xd2 公cxd4 17.公xd4 公xd4.

15... ≝d7 16.总f4 h5!? 17.h3 f6!? 18. ≝e2

Now Black gains the initiative. 18.exf6 leads to unclear play.

18... □xa1 19. □xa1



19...g5! 20.Ձc1 g4 21.hxg4 hxg4 22.⊘h2

A better chance was 22.②h4 fxe5! 23.②g6 豐g7!? 24.②xf8 ②fxd4 25.②xd4 ②xd4 followed by 26...②xf8.

22...g3! 23.@f3

Stronger was 23. 曾g4+ but Black is still clearly better in the ending after 23... 曾g7 24. 曾xg7+ (or 24.fxg3 曾xg4 25. ②xg4 fxe5 26.dxe5 ②xg3) 24... ②xg7 25.fxg3 fxe5 26.dxe5 ②xe5.

23... 學h7! 24. 學c2

White loses immediately after 24.fxg3?? 25.#e3 #h1+ 26.#f2 264+. **24...fxe5 25.fxg3** 25.dxe5 26! is very artistic: 26.2xe1? (26.fxg3 2xg3 followed

by 27...②xe5 wins) 26...豐h2+ 27.壹fl gxf2, winning the house. 25...②fxd4 26.②bxd4 ②xd4 27.豐xh7+ 壹xh7 28.②xe5 Material is still equal, but Black has a winning attack in this ending. 28...②e2+ 29.壹h2 置f5 30.②f3 置h5+31.②h4 单d6! The point. 32.壹h3 单xg3 0-1

Evgeny Vorobiov

■ Dmitry Chuprov

1.e4 c5 2.4 f3 a6

Note the move order via the Sicilian O'Kelly Variation. We will return to this transposition in a future SOS volume.

3.c3 e6 4.d4 d5 5.e5 **≜**d7 6.**∮**)bd2

White develops a piece, but still manages to leave the bishop on f1 just as in the previous game with 6.\(\hat{L}\)e3. The knight is passively placed on this square in structures without both c-pawns – the knight would belong on c3 then – hence, after

6...cxd4

it makes sense to take back with the knight on d4, to follow up with \(\alpha \) 2f3 to overprotect the central squares d4 and e5. Yes, Nimzowitsch still makes a lot of sense!

7.9 xd4

Black is happy after 7.cxd4



Two practical examples:

- 7...②e7 (waiting for White to move his light-squared bishop) 8.Ձe2 Ձb5 9.Ձxb5+axb5 10.②f1 ②f5 11.豐d3 ②c6 12.②g3 (12.豐xb5 豐d7 13.豐d3 (13.Ձe3 ②xe5) 13...②b4 14.豐b3 豐b5∓) 12...②h4! 13.②xh4 豐xh4 14.Ձe3 Ձb4+ 15.壹f1 冨a5 with an edge in Mukhametov-Drazic, Sofia 1994.

7...9c6

This is more natural than 7... ②e7 8.f4 ②bc6 9. ②4f3! (9. ②2f3 ②xd4 10. ②xd4 ②c6) 9... ②f5 10. ②d3. White is now ready to take control over the central squares with ②b3 and ③xf5. Eingorn therefore decides to mix it with 10... d4!? 11. ②e4 dxc3 12. bxc3 ②a5 13.0-0 ②c6, but objectively White was better after 14. 豐e2 h5 15. ②e3 ③xe3 16. 豐xe3 ③xe4 17. ②xe4 g6 18. ③h1 豐c7 19. ②g5 ③e7 20. ②xe6! fxe6 21. ②xg6+ ⑤d8 22. ③ad1+ ⑤c8 23. ⑤h3, although Black won in the game Abreu-Eingorn, World Team Championship, Yerevan 2001.

8.**ᡚ2f3** ᡚge7

In D.Schneider-Nestorovic, Bar 2005, Black immediately took on d4: 8...公xd4 9.豐xd4 公e7 10.盒d3 公c6 11.豐g4 (White's queen is well-placed here. A clear disadvantage of Black's 8th move) 11...f5 12.豐g3 (12.exf6 豐xf6 13.盒g5 豐f7 14.豐g3 should be better for White) 12...豐c7 13.h4 (13.0-0) 13...0-0-0 14.盒g5 盒e7 15.盒xe7 公xe7

16.公d4?! 公c6 17.公xc6 鱼xc6 18.0-0 g5! 19.hxg5 罩dg8 20.鱼e2 h6 21.g6 h5 with excellent counterplay.



9. 2 f4

Nothing is gained by 9. 总d3 公xd4 10.cxd4 (10. 公xd4 公c6) 10.... 总b5! 11.0-0 总xd3 12. 豐xd3 公c6 13.h4 总e7 14.h5 h6 15. 总e3 豐b6 16. 宣fc1 豐b5 17. 豐d2 豐b4 18. 豐c2 0-0 ½-½ Baumegger-Sommerbauer, Austrian Championship, Vienna 1999.

9...**②xd4**

This looks more accurate than 9... ②g6 10. ②g3 ②xd4 11. ≝xd4 h5 12.h3 ②b5 13. ③xb5+ axb5 14.0–0 with a slight edge in Sveshnikov-Drazic, Ljubljana 1997.

10.**쌀xd4**

Once more 10.\(\Delta\)xd4 is simply met by 10...\(\Delta\)c6.

10... **曾a5!? 11. 曾d2 身b5**

Again Black manages to exchange off his French bishop to obtain (at least) equal chances.

12.皇xb5+ 豐xb5 13.公d4 豐d7 14.h4 公c6 15.h5 公xd4 16.cxd4 豐b5

Now her majesty returns to this square to prevent kingside castling.

17.0-0-0 单b4 18.營d3 0-0 19.營xb5 axb5

The ending is equal. The game was drawn after

 基ac8
 23.b3
 基xc1+
 24.基xc1
 基xc1+

 25. \$\dispxc1\$ gc1
 g6
 26.hxg6
 fxg6
 27.\$\dispdate\$ d1

 \$\dispfa\$ 7
 28.\$\dispe2\$ \$\dispe2\$ \$\dispe2\$ 29.f4
 h5
 30.\$\dispfa\$ f3
 g5

 31.fxg5
 \$\dispga\$ 6
 32.\$\dispfa\$ f2
 \$\dispxx\$xg5
 33.\$\dispea\$ e3+
 \$\dispfa\$-\frac{1}{2}

 \$\dispfa\$ f5
 34.\$\dispfa\$ f2
 \$\frac{1}{2}\$
 \$\frac{1}{2}\$
 \$\frac{1}{2}\$

☐ Reinhard Schischke

■ Vereslav Eingorn

Berlin 1995

1.e4 c5 2.**∅**f3 a6 3.c3 e6 4.d4 d5 5.e5 **№**d7 6.**№**e2



White develops his light-squared bishop and does not worry about the tempo he might lose following an eventual £xb5. Note that both 6.£e2 and 6.£d3 (the next game) may lead to the same positions when White takes the black bishop once it arrives on b5.

6...cxd4

Taking on d4 is essential before executing our strategical plan. Even fairly strong players have made the mistake to play the immediate 6... \$\overline{\pm}\$b5.

And, indeed, not all White players found 7. ②xb5+! axb5 8.dxc5! ③xc5 9.b4! ②b6 10. ②a3 and Black cannot keep his b5-pawn — White can attack b5 once more with 營e2 or 營d3, while Black has only one defender: the queen, which can be moved to d7.

7.②xd4

More popular is 7.cxd4 – after 7...≜b5



White must decide whether to take on b5, or not. We will examine 8. 2xb5+ in the next game (via the move order with 6.\(\hat{2}\)d3). After 8.0-0 (or 8.\(\Delta\)c3 \(\Delta\)xe2 9.\(\Delta\)xe2 \(\Delta\)c6 10.0-0 ②ge7 11. ②g3 g6!? 12. 皇g5 皇g7 13. **智**d2 h6 14. êe3 響a5 with equality in Barria-Paunovic, Seville 2004) 8... Qxe2 9. 對xe2 2e7 Black is fine. Best is something like 10.4c3 4bc6 11.4e3 4f5 12.4ac1 4e7. and Black had an easy game in Turzo-Kerek. Hungarian Junior Championship, Paks 1998. No good is 10. 2bd2, but nevertheless we will follow the game Shulzhenko-Grunina. Cherepovets 2001, for a bit, since Grunina demonstrates an excellent understanding of Black's strategy in such positions: 10...公bc6 11.公b3 公f5 12.单d2 单e7 13. Zac1 0-0 (Black has succeeded in exchanging off her bad French bishop, and she has placed her knights on the best squares c6 and f5 from where they attack d4. She now starts to increase the pressure on the queenside) 14.\(\mathbb{I}\)c2 \(\mathbb{B}\)b6 15.\(\mathbb{L}\)c3 a5! 16.\(\mathbb{B}\)d2 a4 17.公c1 營a7!? (preparing the manoeuvre 2d8-b6 to attack the base of White's pawn chain) 18. 2e2 2d8 19. Ifc1 2b6 20.b3 f6! (now the front of the chain is attacked with this typical French move) 21. 21f4 🏻 ae8 22.罩d1 fxe5 23.dxe5



and here she could have crowned her positional effort with the tactic 23... 2e3! 24.fxe3 2xe3 which would have won on the spot.

7...**∕**⊇e7

Preparing ... ②bc6. Also playable is the immediate 7... ②c6.

8.0-0

Now 8.②d2 would be similar to Vorobiov-Chuprov above. 8.f4 ②bc6 9.皇e3 ②xd4 10.cxd4 豐b6 11.豐d2 ②b5 12.②xb5+ axb5 13.0-0 h5 14.②c3 b4 15.②e2 ②f5 16.②f2 ②e7 17.星fc1 當d7 and Black was fine in Klovans-Jakobsen, Arvier 2006.

8...**⊘bc6 9.⊘xc6 ≜xc6**

Or 9... 2xc6.

10.∕∆d2

Perhaps White should have settled for 10.\(\hat{L}\)e3 \(\Delta\)f5 11.\(\hat{L}\)d4.

10...d4

Changing the character of the position. Clearly this is not forced, and Black is fine in any case.

11.c4

11.cxd4 wxd4 12. 2c4 2cf5 is OK for Black since 13. 2e3? is bad due to 13... e4!.

11...d3

The d-pawn is cutting the board into two halves. Eingorn has won a lot of space by marching forward.



17.9 b3

Eingorn now grasps the initiative by setting up an attack along the h1-a8 diagonal.

17....皇xe4 18.基xe4 營c6 19.基e1?!

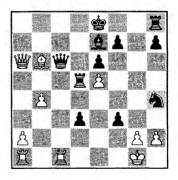
19.f3 was a better defence.

19...g5! 20.Ձe3 ⊘h4 21.f3 g4

Well-played! Eingorn uses the momentum well.

22.公a5 營c7 23.c5 罩d5 24.b4 gxf3 25.c6 b5

Black is winning now, so White starts a desperate 'attack'.



30...[□]c5!

This shocker wins; it is based on the fact that 31...f2+ followed by 32... 響xg2+ cannot be prevented.

31.[□]xc5

31...f2+ 32.含xf2 營xg2+ 33.含e3 營e2+ 34.含d4 公f5+ 35.含c4 d2+ 36.含b3 營xa6 0-1

☐ Zurab Azmaiparashvili

■ Nukhim Rashkovsky

Kiev ch-URS 1986

1.e4 c5 2.**△**f3 e6 3.c3 a6 4.d4 d5 5.e5 **≜**d7 6.**≜**d3 cxd4 7.cxd4

With the bishop on d3 it is actually more logical to take back with the knight than with the bishop on e2 (as in Schischke-Eingorn). 7. (2) xd4 and now:

● It makes sense to prepare ... \(\triangle \)bc6 with 7... \(\triangle \)e. A model game from Black's point of view was Schlosser-Braun, Altenkirchen 2005: 8. \(\triangle \)d2 \(\triangle \)bc6 9. \(\triangle \)2f3 \(\begin{array}{c} \begin{array}{c} \begin{a



12...d4!? 13.cxd4 ②b4 (Black will obtain excellent compensation for the pawn) 14.a3 ②xd3+ 15.豐xd3 ②b5 (preventing White fromcastling. No one would dare to speak of a 'bad bishop' now!) 16.豐d1 豐c6 17.堂c1 (17.d5 to return the pawn was already the best chance) 17...豐e4+ 18.②e3 ②e7 (now Black is just better) 19.疍c3 0-0 20.a4 ②c6 21.0-0 冨ac8 22.b3 ②d5 23.②d2 冨xc3

24. 魚xc3 罩c8 25. 罩e1 豐g4 26. 罩e3 魚xh4! and Black won fairly quickly.

● Natural is 7...②c6 8.②xc6 ②xc6 9.0–0 (or 9.營e2 營d7 10.0-0 ②e7 11.②a3 ②g6 12.②c2 ②c5 13.②e3 ③xe3 14.營xe3 ②b5 15.f4 0-0 16.②d4 ③xd3 17.營xd3 f6 with equal chances in the game Sanduleac-Drazic, Subotica 2003) 9...②e7 10.②d2, which occurred in two internet blitz games Karjakin-Baklan. Black is perhaps slightly worse.

I would therefore give preference to Braun's move 7... ②e7.

7....**身b5 8.**..**全c2**

An ambitious move. White keeps the light-squared bishop and hopes to chase away its opponent with ②c3. If it works then he will gain a significant advantage. If his plan fails he will have allowed a monster on the diagonal f1–a6!

Important for this whole SOS line is the position after 8. \(\hat{L}\) xb5+ axb5.



As pointed out above, the diagrammed position may also occur via 6.2e2.

Some practical examples to demonstrate that Black has few problems. After 9.0-0 Black can simply develop with 9...\(\Delta\)c6, but the space gaining 9...\(\Delta\) - to prevent 10.\(\Delta\)c3 - is also good:

● 9...b4 10. ∰d3 ②c6 11. ②bd2 (Black is OK after 11. 2g5 ②ge7 12. ②bd2 h6

13. ②xe7 ②xe7 14. ②b3 營b6 15. Ifc1 0-0 16. ②c5 Ifc8 Chaichi-Pashikian, Lahijan 2005) 11... ②ge7 12. ②b3 營b6 13. ②d2 營a6!? 14. 營xa6 Ixa6 15. Ifc1 ②c8 16. ②c5?! (16. ②e1) 16... ②xc5 17. Ixc5 0-0 18. 全f1 f6 19. exf6 gxf6 20. b3?! ②d6 with a clear edge. Cherenkova-Grunina, Serpukhov 2003.

• 9...2c6 10.2c3 b4 11.2b5!? (uncompromising play – White will be obliged to play Ød6+ soon. Safer is 11.Øe2 Øge7 12.b3 ②f5 13.皇g5 皇e7 14.皇xe7 豐xe7 15. ₩d3 0-0 16. \Dg3 \Dh4 17. \De1 f6 18.exf6 ₩xf6 19.\alphac2 \boxed{\textbf{Z}}a5 and the players agreed to a draw in Navrotescu-Ionescu, Romania 1992) 11...罩a5 12.豐d3 豐b6 13.公d6+ 2xd6 14.exd6 2f6 15.2d2 2e4 (15...0-0) 16.d7+!? \$\disper-Sulava, Pula 1998. And now 17.②e5+ ②xe5 18.dxe5 豐b5 19. 響e3 罩ha8 20. 罩fc1!? is about equal after 20... 翼xa2 21. 翼xa2 罩xa2 22. 彎f4 (22. 鱼e1 22... 堂e8 23.罩c8+ 堂d7 24.罩c1 堂e8 with a repetition.

White can also opt for 8.0-0 公c6 9.公c3 ②xd3 10.₩xd3 公ge7.

We have seen quite a few of these positions by now. Black never has any problems. I would advise you to play through a few of the examples to see where the pieces belong.

This following game is another good model: $11.\triangle$ e2 \triangle g6 $12.\triangle$ f4 \triangle xf4 13.2xf4 2e7 14.2d2 0-0 15.2c3 15.2c3 15.2fc1 15.2d2 15.2d4 15.2d2 15.2d4 15.2d2 15.2d4 15.2d2 15.

8....**∮b4**+

This is obligatory. Black cannot allow 9.% c3

9. 2d2 a5



Protecting the bishop and enabling Black to withdraw his light-squared bishop to a6 if necessary. Note the role of the a-pawn in this game. It twice protects a bishop on the b-file. Of course 9...②xd2+? 10.營xd2 a5 11.公c3 ②a6 12.公e2 was never Black's intention.

10. 2 c3 \(\hat{2}\) xc3!?

11.**≜xc**3

Here 11.bxc3 leads to a strategically complicated position. For example: 11...h6 12.\(\tilde{Q}\)g1!? \(\tilde{Q}\)e7 13.\(\tilde{Q}\)e2 \(\tilde{Q}\)d7 14.\(\tilde{B}\)b1 \(\tilde{Q}\)a6 15.\(\tilde{Q}\)f4!? g6 16.\(\tilde{Q}\)d3 \(\tilde{Q}\)xd3 17.\(\tilde{Q}\)xd3 b6 18.a4 \(\tilde{Q}\)c8 with about equal chances in Andreev-Anapolsky, Alushta 2003.

11...9c6

White's dilemma is clear. He will either have to forget about castling for some time, or admit that his 8th move was too ambitious and retrace his steps with \(\(\Delta d \).

12.h4 ②ge7 13.h5 h6 14.單h4 豐c7 15.單q4

Both sides have made some typically 'French' moves. Now rather than play 15...0–0 (which is possible) Rashkovsky embarks on the adventurous

15...ඉb4!?



16. **£** b1

16. 其xg7 公xc2+ 17. 豐xc2 公f5 18. 其g4 豐c4 is the kind of line that only a computer would seriously contemplate.

16... **曾c4 17.** 公d2

17.罩xg7 響f1+ 18. 當d2 響xf2+ 19.當c1 公f5 is hardly attractive for White.

17... **⊘**d3+ 18.**皇**xd3 **豐**xd3

Black has fantastic play along the light squares. The opposite-coloured bishops only fuel Black's attacking potential.

19.a4 **⊉a6** 20.**⊉**xa5

To have at least a pawn for his worries. Taking the other pawn on offer is wrong: $20.\mathbb{1} \times 97? \bigcirc 152.\mathbb{1} = 94$ loses to $21...\bigcirc 21...$

20...**ℤc**8

Not 20...公f5? 21.罩a3 and the queen is trapped.

21. a3 響f5 22. agg3?!

22. 其xg7! 響f4 and Black has compensation for his two-pawn deficit.

22... 響f4 23. 全c3 分f5 24. 響g4

White needs to exchange queens.

Not 27. ②xd4?? 罩c1 mate. White should have

played 27. ②e4! ②c2+ 28. ★d2 ②xa3 29. ②d6+ though.

27... ge2+ 28. ge1 gxh5



Now Black enjoys a clear edge.

29.\(\bar{\pi}\xh5 \&\rho\c2+\d2\) 30.\(\dagge\d2\) \(\bar{\pi}\xh5 \d1\) \(\bar{\pi}\xh5 \d2\) \(\dagge\d2\) \(\dagge\d2\)

Best was 32.公c4 罩xc4 33.龄d3 罩c7 (the rook ending after 33...dxc3!? 34.龄xc4 cxb2 35.罩b3 罩xe5 36.罩xb2 does not win) 34.处xd4 罩h1 and Black still has to work hard.

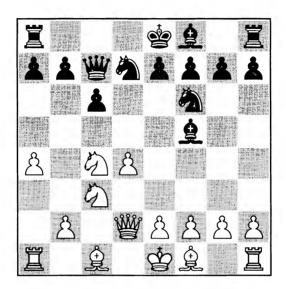
The knight is bad in an ending with pawns on both flanks. Despite the fact that it is only White who has two passers on the queenside! The rest is no longer interesting for our purpose. Black won after

38. \(\tilde{\Omega} \) \(\delta \) \(\de

CHAPTER 15

Dorian Rogozenko

A Slav Surprise



Facing 7... 豐c7 with 8. 豐d2

1.d4 d5 2.c4 c6 3.**②f3 ②f6 4.②c3** dxc4 5.a4 **≜f5 6.②e5 ②bd7 7.②xc4 ⊚**c7 8.**♥d2!?**

This strange-looking move was first played in the 1930s and after a long period only in ...1998! I must confess that although I play the Slav Defence with both colours, I didn't know about the existence of 8. d2 until I saw the game Mikhalevski-Bareev, Turin 2006, when the Israeli GM defeated his strong opponent in the very important Olympiad match Russia-Israel. Indeed, there is practically no theory here, with a mere dozen games played so far.

A closer look at the position reveals the fact that 8.\dot{d}2 is designed to neutralize Black's

main idea behind 7... \cong c7 - the central advance ...e7-e5. It is worth noticing that by playing 7... 營c7 Black usually seeks a complicated middlegame. The variation became fashionable for Black when Morozevich started to use it with great success, outplaying his opponents in sharp middlegame positions. Well, the move 8. 曾d2 completely neutralizes Black's intentions, since the active 8...e5 is no longer possible (it simply loses material after 9.dxe5 followed by 10. 對f4). Moreover, in what can be considered the main line of 8. 營d2 White achieves a slightly better endgame, which can be quite annoying for an aggressive opponent. After 8. \d2 in many cases White succeeds to exchange a knight for a bishop, forcing Black to either play something risky (this is what Bareev did against Mikhalevski), or try to defend an inferior position. In our main game below the European Women Champion of 2006 went for an apparently solid endgame, but the ex-World Women Champion demonstrated the power of the bishop pair and went on to crush Black in great style.

☐ Maia Chiburdanidze☐ Ekaterina Polovnikova

Krasnoturinsk 2004

1.d4 d5 2.c4 c6 3.公f3 公f6 4.公c3 dxc4 5.a4 全f5 6.公e5 公bd7 7.公xc4 豐c7 8.豐d2 e6

The most natural reply. Let's see what other moves were tried in practice.

- As mentioned 8...e5? loses: 9.dxe5 ②xe5 10.豐f4



10... ②fd7 11. 豐xf5 ②xc4 12. 豐e4+ ②ce5 13.f4f5 14. 豐xf5 winning material.

ter all Black couldn't keep both bishops on the board. However, before talking about a clear advantage, White still needs to finish his development) 13... 2e5 14.2e2



14...0-0-0 (Bareev is rightly trying to complicate matters, as after 14... 2g7 15. \(\mathbb{e}\)c2! 0-0 16.0-0 **Z**ad8 17. **2**e3 thanks to the bishop pair White has a clear advantage) 15. 學c3 \(\hat{\text{\(\text{g}}\)}\) (15...a5 16.\(\text{\(\text{\(\text{c}}\)}\) 16.\(\delta\)e3 \(\text{\(\text{\(\text{e}}\)}\)eg4!? (in case of 16... The White can avoid tactical ideas from Black by continuing either 17.0-0-0 followed by 18. \$\display\$ b1, or play for a bigger advantage with 17.\(\bar{\pm}\)d1 preparing to castle short. Then in order to avoid a much worse middlegame Black must sacrifice a piece: 17... Deg4 18.fxg4 2xe4, although after 19. 對c1 對a5+ 20. 查f1 it remains unclear if Black will be able to prove sufficient compensation) 17.fxg4 ②xe4 18.營c4 罩he8 (18... **省**a5+19.b4 **省e5**20. **2**dl **2**g321.hxg3 豐xe3 22.罩d3 豐e7 23.夕c2±) 19.0-0-0 (19. Za3 is another possibility, when Black has nothing better than 19...\(\triangle d2\) but in the resulting position after 20. \$\div xd2 \quad xe3 21. \$\dispxe3 \quad xd4 \quad 22. \$\dispxd4 \quad xd4 + 23. \$\dispxd4 White's prospects are preferable) 19... we5 20.国d3 營c5? (obligatory was 20...公c5, with good chances to escape after 21. Ic3 罩xd4 22.臭xd4 豐xd4 23.臭f3±) 21.②c2! just a piece up) 23...公d2 24.Qxd2 營xe2

- 8... 2d5 9.f3 e5 10.e4 2xc3 11.bxc3 2e6



Now 12.d5 cxd5 13.exd5 身f5 14.d6 豐c6 15. \(\hat{a} a 3 a 6 16. \(\hat{a} b 4 g 6 \) was double-edged in Elianov-Rodshtein, Ashdod 2004. Therefore White may prefer 12. \(\hat{L}\)e2, when he enjoys a slight pull after 12... ad8 (not 12... \(\)e7? 13.d5 cxd5 14.exd5 \(\)gf5 15.d6+-) 13.0-0 \(\hat{\omega}\)e7 14.\(\begin{array}{c}\)e2 0-0 15.\(\hat{\omega}\)e3. - 8... \(\Delta \) b6 9. \(\Delta \) e5 e6 (9... \(\Delta \) bd7 10. \(\begin{array}{c} \begin{array}{c} \frac{1}{2} \\ \end{array} \\ \end{array} \] 10.f3 罩d8 (10...0-0-0?! 11.e4 臭g6 12.豐f2 Dbd7 13. Dc4 Db6 14. Le3 and the black king might become a target for attack in the future) 11.e4 皇g6 12. 實f2 公bd7 and now in the game Kekelidze-Pitl, Deizisau 2006, instead of 13. 2f4 ②xe5 14. 2xe5 習a5 with some activity for Black, White had to continue 13.½c4 e5 (13... 2b6 14. 2e3±) 14.dxe5 ②xe5 (or 14... 2c5 15. ②d6+! 曾f8 16. \(\hat{\text{\ti}}}}}} \ext{\tin}\text{\ti}\text{\tex{ 15. 2e3 and White is again slightly better.

9. **₩f4**

This is the point behin d White's set-up. With the knight on c4 White is able to use the weakness of square d6. The next moves are more or less forced.

9... **省xf4**

After 9...0-0-0 10. ₩xc7+ \(\preceq\)xc7, besides 11. \(\preceq\)f4+ White can also consider 11.f3!? \(\preceq\)c8 12.e4 \(\preceq\)g6 13.a5, with advantage.



If White will succeed to complete development and consolidate the position, her advantage will become obvious.

12...0-0-0

Two years after the present game, in the tournament that became her biggest achievement so far, Ekaterina played 12... 2c4. Then in Dzagnidze-Atalik, Kusadasi 2006. (in 2006 Ekaterina Polovnikova married the Turkish GM Suat Atalik and changed her name) White retreated the bishop to f4 -13.≜f4 – allowing 13... \@d5!. Then after 14.e4 ②xf4 Nana Dzagnidze went for an interesting pawn sacrifice: 15.\(\hat{L}\)xc4 (the simple 15.exf5 @xb2 16.\(\mathbb{E}\)b1 @bd3+ 17.\(\mathbb{L}\)xd3 ②xd3+ 18.\dispd2 \Qf4 19.g3 followed by 20. 基xb7 deserves attention) 15... 公xg2+ 19.罩ad1 h6 20.罩h2 公f4+ 21.含e3 公g6 22. 2e2 e5 23.d5 2e7 24. 2g3 2g6 25.h5 ②h7 26. Ähd2 and the sharp battle ended in a draw later on.

In fact 12...\(\Delta\)c4 must be answered by 13. 2g3! (in P.Schmidt-Stahlberg, Pärnu 1937, 13. 2a3 proved less strong) and White keeps an edge in the endgame 13...\(\hat{L}\)c2 (this somewhat extravagant move is rather a necessity. 13...\(\Delta\x\) xb2? loses a piece after 14. 2a2 2c4 15.e4; 13... 2g6 is a big advantage for White after 14.e4 \(\Delta b6 \) (14...\(\Delta xb2 \) 15.\(\bar{\pi}\)a2+-: 14...\(\Omega\)a5 15.\(\bar{\pi}\)a3! b6 16.b4 \(\Omega\)b7 17. \(\hat{2}\) a6 \(\Delta\) d8 18.f3\(\pm\) 15.a5 \(\Delta\) bd7 16.f3) 14.e3 (14.e4 \(\Delta a5! \) using the unprotected in view of 15.b4 \@b3 16.\pmaa2 and Black will lose the knight on b3) 15. 2e2!? (good is also 15.a5±) 15...公a5 (15...公xb2 16.罩b1 公d3+ Ձc4 (16... Ձd5 17.f3 Ձc4 18. 公d3! 公d5 19.\(\phi f2\(\pm \) 17.\(\hat{2}\) xc4 (after 17.\(\Delta \) d3 Black probably equalizes with 17...公b3 18.罩d1 Фе4 19. \$\frac{1}{2}\$f4 g5) 17...Фxc4 18.Фd3 Фе4 19. Ic1 2xg3 20.hxg3 2d6 21.a5



The space advantage together with the possibility to use square c5 for the knight and pressure on both wings secures White a small, but long-lasting edge. However, perhaps something like this is what Black should be aiming for from the previous diagrammed position.

13.**≜c**5

White's dark-squared bishop is a very important piece. Now it exerts pressure on the diagonal a7-g1, threatening 14.a5 followed by 15. 2xa7. Notice that the bishop is also a good defender for pawn d4.

13...**⊈b8**

This natural desire to protect pawn a7 allows White to build a strong center and conveniently finish his development. However, it is not clear what Black should do instead.

• White's chances are preferable following the sacrifice of pawn a7:

13...②bd5 14.Ձxa7 (here 14.②xd5 ②xd5 15.e3 b6 16.Ձa3 a5! doesn't look like a real advantage for White)



– Not good is 14...②b4: 15.0-0-0 ②g4 16.e4 ②xf2 (16...②g6 17. \mathbb{Z} d2+−) 17.exf5 ③xh1 18.fxe6 fxe6 19. \mathbb{Q} c5 ②d5 20. \mathbb{Q} e4 b6 (20... \mathbb{Q} e3 21. \mathbb{Z} e1 \mathbb{Q} g4 22. \mathbb{Q} c4±) 21. \mathbb{Q} a3 \mathbb{Q} e3 22. \mathbb{Q} a6+ \mathbb{Q} b8 23. \mathbb{Z} xh1 \mathbb{Z} xd4 24. \mathbb{Q} c3 and the two bishops are much stronger than the rook and pawn.

— After 14...b6 there follows a long tactical sequence: 15.a5 �b7 (15...�b4 16.0-0-0 bxa5 17.�b6 董d7 18.�xa5 �bd5 19.�xd5 cxd5 20.f3±) 16.�xb6 (16.axb6 �b4 17.0-0-0 �g4 18.e4 �xf2 19.exf5 is very unclear) 16...�xb6 17.axb6 董xd4 (17...�xb6 18.e3±; 17...董a8 18.�a4!±) 18.董a7+ �xb6 19.董xf7 董a8 20.f3 董a1+21.�sf2 董b4 22.g4 �g6 23.董xg7 董xb2 24.�g2 董a3 (24...董xh1 25.�a4+! �b5 26.�xb2 董b1 (26...董xh2?

27. 當g3 單h6 28.e4 is disastrous for Black) 27 h4!+) 25 \(\mathbb{\pi}\)c1 and Black does not have sufficient compensation for the pawn.

Note that the attempt to chase away the bishop from c5 is more difficult than it may seem.

• For instance 13... 2 fd7 leads by force to a difficult position for Black: 14.a5 ②xc5 (14... 2d5 15. 2xd5 exd5 16. 2xa7 \$\div c7 17 e3 罩a8 18 ਊc5+) 15 axb6 分b3 16 罩xa7 ②xd4 17.e4 2g6 18. ②a4! White has a mating attack in the endgame.



The knight comes to c5 and Black is in trouble. Checking the white king brings nothing: 21. \$\dip f4 e5+ 22. \$\dip g3 winning.

14.f3!

Right in time for e2-e4. The next part of the game is a perfect illustration of the superiority of bishops over knights.

14... The8 15.e4 & q6 16. de2 e5?

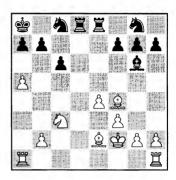
Black should have continued to wait in passivity, even if White's advantage is beyond question in that case as well. This attempt to get some air for the pieces quickly backfires. Notice the psychological background: in the present opening variation Black subconsciously aims for the central advance ...e5, but must usually forget his initial intentions.

The bishop switches to the diagonal b8-h2. Notice that due to the absence of his dark-squared bishop there is nothing Black can do to neutralize the activity of her opponent's bishop.

18... Ĭee8 19. ⊈f2 4 g8

The knights are very poor and Black wants to create some targets for attack by means of ...f7-f5. This obviously cannot help anymore.

20. 9f4+ \$a8 21.a5 Øc8



22.5 a4!

Suddenly everything will end with a direct attack. All white pieces coordinate perfectly.

22...f5 23.4 b6+ 4 xb6 24.axb6 a6

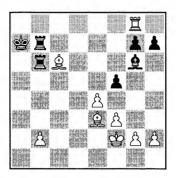


25. a6+! bxa6 26. axa6

White wins in all variations. The direct threat is 27.\(\mathbb{Z}\)all followed by 28.\(\mathbb{Q}\)c8 mate!

26...fxe4

Or 26... \(\bar{\mathbb{Z}}\)e7 27.\(\bar{\mathbb{Z}}\)a1 \(\bar{\mathbb{Z}}\)dd7 28.b7+\(\bar{\mathbb{Z}}\)xb7 32.\(\bar{L}\)d8+\(\drev{L}\)a7 33.\(\drev{L}\)e3+\(\bar{L}\)ab6 34.\(\bar{L}\)xg8 and Black is dead-lost.



This position deserves a diagram.

After 26...fxe4 Black is quickly mated following:

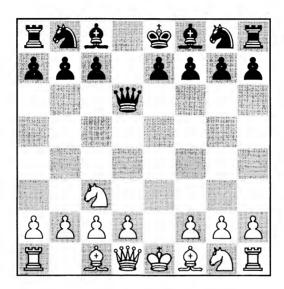
27.\alpha 1 e3+ 28.\dot{\dot{\dot{e}}e1

Black resigned. A wonderful game of Maia, reminding of her best years.

The conclusion must be that in this popular Slav line 8. d2 has great surprise value. The queen move slows down Black's aggressive intentions in the opening, and, thanks to the possibility to obtain the bishop pair, contains potential for activity in the endgame.

CHAPTER 16

Sergey Tiviakov



A slip of the hand?

Everything started in August 2005. I was playing in an open tournament in Solsona (Spain). I was White against a Cuban player Omar Almeida, and after a mere 11 moves I was lost. Luckily for me my draw offer on move 12 was accepted by my opponent.

☐ Sergey Tiviakov ☐ Omar Almeida Solsona 2005

10... **省b4**



11.d5?
After this mistake White loses material.
11...e6 12.a3 ½-½

Well, this was a very useful experience for me. I thought, if I can get a lost position with white so quickly (and I have to admit that I had even studied this variation regularly before as White) then why could the same thing not happen to other strong players?! So, I decided to work on this line to incorporate the Scandinavian Defence into my repertoire. After my return from Spain there were still three weeks left and I prepared it for the 2005 Dutch championship, my immediate tournament after Solsona.

Erik van den Doel was my first 'victim'. After I played 1...d5 it was quite funny to see the reaction on Erik's face. He thought my hand had slipped and that I had made a wrong pawn move – 1...d5 instead of 1...c5.

☐ Erik van den Doel

■ Sergey Tiviakov

Leeuwarden ch-NED 2005 (2)

1.e4 d5 2.exd5 \(\bar{\psi}\)xd5 3.\(\time\)c3 \(\bar{\psi}\)d6 4.d4 \(\time\)f6 5.\(\time\)f3 a6 6.g3 \(\time\)g4 7.h3 \(\time\)h5 8.\(\time\)g2 \(\time\)c6 9.0-0 0-0-0 10.\(\time\)e3

Erik van den Doel played better than I did against Almeida and after a big think (one hour!) he found the way to exchange into an equal ending.



13...**≜xc2**

Black has to return the queen otherwise he stands much worse.

14.2xd6+ 2xd6

The ending is equal.

Until then I had only played the Sicilian Defence (Maroczy and Dragon systems) with a few games with 1...c6 thrown in for good measure. And after long – long years of playing everyone got used to it. Frankly speaking, I also got tired of playing the same old lines over and over again. So the Scandinavian Defence came as a welcome change. In the Dutch championship I played two more games with the Scandinavian, they all ended in draws.

The next real test of my Scandinavian Defence came in the Wijk aan Zee 2006 tournament. Against Anand and Kamsky I took 1½ points out 2. Both of my opponents were not able to get out of the opening normally. Anand was able to make a draw, but Kamsky lost. It reminded me a lot of my experience against Almeida, only this time I could be found behind the black pieces.

Subsequently, I drew Grischuk and Svidler; obtaining a huge advantage from the opening against the former.

The main advantage of the variation is the lack of theory. All sorts of moves are possible and they are all playable. What I like most is the fact that the player who plays better wins!

Now let us look at the main ideas and plans in this system. The main principle in this line for Black is to try to finish the development of his pieces as quickly as possible. If he manages to do that he can rarely be worse. Black's bishops deserve special treatment: first the c8-bishop must develop, then it is the turn of the f8-bishop! Actually, in both of my games against Anand and Grischuk (funny games!) I was never able to develop them. In the game against Anand the f8-bishop made its first move on the 40th move. Versus Grischuk it wasn't touched at all. Despite that Black was much better in both games.

After 3. △c3 ≝d6 White has many different ways to develop his pieces. We'll focus our attention here on 4.d4 △f6 5. △f3 since after all other moves Black can equalize without many problems.



In the position in the diagram Black has two main answers:

I 5...c6

Both of them are equally playable and were tested by me in tournament practice.

Variation I

5...c6 leads to much more forced play than 5...a6. The difference lies in the fact that after 6. △e5 Black has no 6... △c6 at his disposal.

White has to play 6. 2e5, otherwise Black

himself plays 全g4 or 全f5, once and for all solving the problem of his c8-bishop, equalising relatively easily. After 6. 全5 全bd7 7. 全c4 (7. 全f4 全d5 is equal as in Anand-Tiviakov, Wijk aan Zee 2006) 7... 豐c7 8. 豐f3 全b6 White is slightly better. Nevertheless, not only Black but also White has to play carefully.

☐ Alexander Grischuk

Sochi tt 2006

1.e4 d5 2.exd5 ≝xd5 3.ᡚc3 ≝d6 4.d4 ᡚf6 5.ᡚf3 c6 6.ᡚe5 ᡚbd7 7.₯c4

In Anand-Tiviakov, Wijk aan Zee 2006, Black soon obtained a decent game following 7.身f4 公d5! 8.公xd5 豐xd5 9.身e2 公xe5 10.身xe5 豐xg2 11.身f3 豐g6 12.d5? (better was 12.豐e2!?) 12...身g4〒 13.dxc6 bxc6 14.豐e2.身xf3 15.豐xf3 夏d8.

7... **a** c7 8. **a** f3 **a** b6 9. **a** f4
Here 9. **a** e5 is another critical move.
9... **a** d8 10. **a** e5 **a** g4 11. **a** g3



11...h5

A very important position for the assessment of the whole line with 5...c6.

12.f3

A new move. Yet, 12.h3 was better. There were lots of games played with it.

After 12...h4 13. ₩f4 âe6 14. Øe3 Øbd5 15. Øexd5 Øxd5 16. ₩d2 a critical position has been reached.



- Black may opt for 16... £ f5 when practice has seen:
- 17.並d3 並xd3 18.營xd3 e6 (18...ジxc3 19.bxc3並 Kotronias-Ardelean, Kavala 2004) 19.0-0 ②e7!? 20.罩fel ②g6 21.並h2 並d6 22.並xd6 營xd6 23.②e4 and White was better in N.Kosintseva-Nikolaidis, Moscow 2005.
- 17. åc4 e6 18. ②xd5 exd5 19. åd3 åxd3 20. 響xd3 f6! 21. 響g6+ åe7 22. åf4 響e8 23. 響d3 åf7+ 24. åd2 響e4 with equality in Skembris-Nikolaidis, Athens ch-GRE 2004.
- An alternative is 16...公xc3 17.豐xc3 (17.bxc3!? ≝d5 18.豐e3 gives White the initiative according to Nikolaidis, but Black has 18...全f5! planning ...豐e4) 17...≙d5 (17...豐d5!?) 18.豐d2 (18.0-0-0 e6 19.⇔b1 b5∞) 18...e6 19.c4 ≙e4 20.f3 (20.0-0-0!? was preferable) 20...全f5 21.a3 (21.0-0-0 is equal) 21...⊒h5 (21...f6 22.全f4 g5 (or 22...≙d6=) 23.≙e3 豐c7 is equal) 22.⊒d1 ≙d6 (22...g6!?=) 23.豐e3 Hossain-Tiviakov, Turin Olympiad 2006. And now 23...豐e7 planning to castle queenside would have been equal.

12... ∳e6

12...h4 is a worthwhile alternative.

13.9 e3

13.②xb6!? 營xb6 14.0-0-0 0-0-0 (14...h4!?)

leads to an unclear position. Wrong is 13.盒c7?! 營xd4 14.簋d1 營c5 which just gives up the pawn.

13...公bd5

Or 13... Øfd5.

14.9 cxd5 9 xd5 15.9 xd5

In case of 15. ₩ f2 f6 the bishop is awkwardly placed on e5.

15...₩xd5 16.Ձd3

After 16.c3 &f5 the position is equal; or 16...h4 17.&f2 (17.&f4 f6 – 17...0-0-0= – 18.&c7 g5 19.&e3 &f5 20.h3 &d7 21.&h2 0-0-0 ∞) 17...h3 18.g3 0-0-0 also with equal chances.

16...f6



17. gb8?!

Alternatively, 17. 全 2 全 (17...h4!?) 18. 世位 20. 全 2 (19. 世位 2) 19...世位 20. 全 3 (20. 全 4 世行 21. 全 3 世xc2 平) 20...0-0-0 with complex play and chances for both sides was also playable.

17...h4!

17... 營a5+ 18.c3 h4 19. 營c7 營xc7 20. এxc7 身f7 is equal. But I already wanted more than just equality!

18.**₩c7**



18...**⊈**f7!

A very strong and paradoxical move! Now it becomes clear that White's pieces are stuck in the black camp.

19. **響xb7**

19...c5! 20.\(\psi\) xd5

Impossible for White is 20. \begin{aligned}
b5? c4.

20...\(\polen\) xd5 21.c4

Black is slightly better in the ending after both 21.\(\hat{L}\)f4 cxd4 and 21.\(\hat{L}\)c7 cxd4.



21... 2xf3?!

A mistake based on the wrong assessment of the sharp ending where Black has an extra pawn but falls behind in the development. After the correct 21...\$\document{\text{b}}7 \ 22.\deltac7 \((22.\deltaf4)\)f4

cxd4 23.鸷e2 e5\(\frac{1}{2}\) 22...cxd4 (22...h3 23.d5 hxg2 24.簋g1 e6 25.dxe6+ \$\display\$ e2 e5 24.\$\display\$ a6 Black keeps the advantage due to the strong pawn centre.

21... \(\mathbb{L}\)xb8 22.cxd5 cxd4 23.0-0-0 is unclear.
22. \(\mathbb{L}\)xa7 \(\mathbb{L}\)xg2 23. \(\mathbb{L}\)g1 \(\mathbb{L}\)xa7 24. \(\mathbb{L}\)xg2

cxd4 25.≜q6+ **⇔**q8 26.c5

Here Grischuk offered me a draw which I accepted. There are so many possibilities: 26... \(\mathbb{L}\) h6; 26... \(\mathbb{L}\) h3, 26... \(\mathbb{L}\) 5. And even now I can't say who is better here. The position is unclear.

Variation II

5...a6 gives White more options than 5...c6. Since 6. ②e5 leads to nothing after 6... ②c6 White has to look for other ways.

Until recently the most dangerous move for Black was considered to be 6.g3. But I have discovered some new ideas, which can be found in my annotated games against Syidler and Al-Modiahki.

Frankly speaking, at this moment I don't see any clear way to get an opening advantage in this line of the Scandinavian Defence

☐ Gata Kamsky ■ Sergey Tiviakov Wik aan Zee 2006

1.e4 d5

A lot has been written on the Internet about my choice of the 'dubious' Scandinavian Defence in a tournament of the highest level. But the reputation of the Scandinavian Defence is much worse than the positions arising from it. What else can be worse than the positions arising in the Dragon where Black can lose by force?! Also the Scandinavian Defence is mostly played by weaker players, that's why the statistics don't favour Black, but it doesn't reflect the actual way of life here.

2.exd5

Strangely enough my choice of the Scandinavian came as a full surprise for Gata. He sank into thinking for almost half an hour before making this move. Quite strange, I think.

5...a6 6.42f3



6... £g4!?

Not the only good move in the position, but since Kamsky was not ready theoretically I wanted to provoke him to play aggressively by h2-h3 and g2-g4, trying to win this game.

7.h3 âh5 8.g4

White has to play this move otherwise it is not easy to get rid of the pin.

8...<u>.</u>g6 9.∕∑e5

Here 9.\(\delta\)e3, followed by \(\delta\)d2, 0-0-0, deserved serious attention. Afterthetext Black develops his knight a tempo.

9...**⊘c6 10.⊘xg6**

10.\(\delta\)f4 \(\times\)xe5, followed by ...\\\delta\)c6 is bad for White.

10...hxg6 11.\(\hat{L}\)e3?!

After this move White starts to experience some problems. The correct 11.g5 should first have been played, and only then 12.\(\hat{Le}\)e3. The knight f6 is not only driven

from the excellent f6-square, but even more importantly the pawn g4 is no longer hanging.

11...e5



12.d5

Only this is new, but White position is already worse.

12...**∕**∂a5

Probably, this move was missed by Gata. The knight stands badly on a5, but with concrete play Black wins a pawn.

13.₩e2!?

13. 全2 0-0-0 14. 對d2 (14. g5 公xd5 15. 對xd5 對xd5 16. 公xd5 耳xd5 17. 互d1 互xd1+18. 含xd1 全d6 and Black was a pawn up and won in Hakki-Tiviakov, Amman 2006) 14... 公xd5 15.0-0-0 should have been preferred. White has some compensation for the pawn.



13...5 xc4

The simplest. Instead 13...豐b4?! 14.逾b3 豐xg415.hxg4罩xh1+16.�bd2罩xal leads to unnecessary complications.

14. ₩xc4 b5

White can't defend both pawns d5 and g4 simultaneously.

15. **省**d3

15.營c6+ 營xc6 16.dxc6 公xg4 is better for Black. While the second player is winning after 15.營e2 b4 16.公b1 營xd5.

15...**⊘**xg4 16.0-0-0 **⊘**f6

16... ②xe3!? 17.fxe3 (or 17. ≝xe3 ②e7) 17...f5 was also possible, with advantage for Black.



17.f4!

A very strong move, underestimated by me. White sacrifices a second pawn for the initiative. Otherwise Black would play £f8-e7 and finish his development comfortably.

17...exf4?!

The computer gives 17...0-0-0 as the best move with a large advantage for Black, but during the game I was afraid to make this move.

18.**ଢe4 ଢxe4 19.**₩xe4+ **êe7**

19... \$\d7?! 20.\$\oldsymbol{\oldsymbol{2}} 21.\$\oldsymbol{\oldsymbol{2}} ff (Black wins after 21.\$\oldsymbol{\oldsymbol{2}} d4? \$\oldsymbol{\oldsymbol{2}} f6!)\$ unfortunately doesn't work for Black.

20. \(\hat{\phi} \, d4?!

After 20. 2xf4 Zh4 21. 2xd6 Zxe4 22. 2xc7

\$\delta d7 Black is clearly better in the ending, but White should nevertheless have gone for this line, since Black has no material advantage at least. I was surprised that Kamsky played 20.\(\text{\(\text{\(2018\)}\)}\)d4 without much thinking.

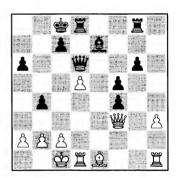
20...f5 21. 資f3 0-0-0

Black has to castle queenside. His king is not safe anymore, White gets counterplay.

22. £xq7?!

After 22. 国he1 鱼h4 (22... 世xd5 23. 世xd5 国xd5 24. 国xe7 国hd8 25. 国xg7 国xd4 26. 国xd4 国xd4 27. 国xg6 is not clear, White keeps drawing chances in an ending) 23. 鱼e5 世d7 24. 国e2 g5 Black keeps his material advantage

22... Ehg8 23. gc3 b4 24. ge1



24...g5?

A serious mistake which costs Black several tempi. After the correct 24... I ge8! followed by £f6, Ie4, Black should win without many problems.

25.₩d3!

I missed this move. Now Black has to spend some time to protect the pawn on f5 and develop the bishop to f6 and rook to e4, worsening the position of king c8 (put it on b7).

After this mistake (Gata was already in time-trouble) Black is back on the winning track.

But even after the strongest 28.營c4 宣fe8 29.盒c5 營d7 followed by 營b5 Black should eventually win because of the extra passed pawns on the kingside.

28... Ife8 29. If1

Gata missed that 29. 其e6 其xe6 30.dxe6+ 豐c6 loses

29...**ℤe**4

The rest should be an easy win for Black. But since both of the players didn't have much time until the time control, there were mistakes, which eventually didn't change the correct outcome of this game.

30.**Ġb1** ₩e5

30...g4! 31.hxg4 營e5 32.營b3 fxg4 is an easy win for Black.

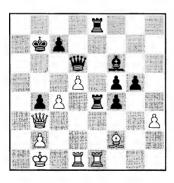
31.₩b3 a5 32.c3 ₩d6 33.a3 ᠌a8!?

Black is spoiled for choice with so many possibilities.

34.axb4 axb4 35.\(\mathbb{I}\)fe1 \(\mathbb{I}\)ae8

35... 堂c8 36.c4 營a6 wins easily.

36.c4



36... Exe1!?

Here I saw a nice trap for White and decided to go for this line.

37. 2xe1

37... **ℤe2** 38. **೩xb4?**

This loses by force. Instead 38.2d2 was better.

The point of the trap! 40... 當c8 draws after 41.d6!! cxd6 42. 營g8+, but the text wins easily.

Now it is without check, Black can play \(\delta f 6. \)

43...\(\delta f 6 \)

0-1

This win allowed me to finish on a respectable 50% result.

☐ Peter Svidler

■ Sergey Tiviakov

Turin Olympiad 2006

Peter chooses the most principled continuation. Other moves pose less threats for Black.

6... g4 7. g2 c6

7... ©c6 is the main continuation here, with a lot of theory and sharp lines, but it was not the point of the present game to play sharp. I decided to choose the safer and much rarer 7...c6.



8. @f4!

This move is new, but it is clearly stronger than 8.0-0. If White castles kingside, he has no chances for an opening advantage whatsoever.

8...\d8 9.h3

White has no other useful moves and has to force the exchange on f3 immediately. Although he gains the bishop pair, Black's position is very solid.

9... 2xf3 10. \(\psi\)xf3 e6 11.0-0-0 \(\pri\)e7



Here White has an lead in development, a space advantage and the pair of bishops. Despite all that it is not easy for White to obtain anything concrete. Meanwhile Black's play is easy, he is going to finish the development by \(\Delta \) bd7, \(\Delta \) d5 and then start advancing the pawns on the queenside – b7-b5 etc – with enough counterplay. In his turn White has to advance the kingside pawn trying to create the attack on the black king.

12.g4 �bd7 13.╈b1 �d5 14.�xd5?!

After the game Peter was unhappy with this move. He felt he should have played 14. 2c1!?, but after 14...b5 followed by the advance of the other queenside pawns, Black creates enough counterplay. The position remains very complex, with chances for both sides.

14...cxd5 15.c4 6 b6

Later Peter told me he missed that move. But it is the only black move in the position: it consolidates his centre, transferring the knight to c6, where he will attack the pawn d4

16.c5 ඉc4 17.ଛf1 ඉa5



If Black plays ②c6, puts the bishop on the diagonal a1-h8 and afterwards opens the b-file, White would end up in trouble. He has to prevent the development of the black bishop on the diagonal a1-h8.

18.₩¹α3

Unfortunately for Black, White can prevent the realisation of the previously mentioned plan. He is threatening to play g4-g5 followed by the advance of the h pawn. Besides, he is also threatening to win the knight by $\hat{g}_{f}4$ -c7.

18...**.**⊈h4

It took a lot of time to make this move. At first I was going to play 18...位c6 or 18... 是c8 or even 18... 數d7 (with the idea 量c8, 鱼d8-c7). But then I decided to disturb White's plan and prevent the advance of the white pawns on the kingside.

19.₩e3 h6 20.Ձe5

White is playing safe, deciding to exchange the bishops.

20.\(\hat{\pma}\)h2!? followed by f4-f5 was too risky. And according to Peter, White has more chances to lose than to win.

20...ዿf6 21.ዿxf6 ≝xf6 22.f4 公c6 23.g5 ≝e7 24.h4 g6

Black is not in a hurry to determine the position of the king and tries to refrain from castling as long as possible. One of the great advantages of the Scandinavian is that there is not much theory, there is much space for creativity.

25.罩h3

After 25.gxh6 0-0-0 Black will soon win the h6 pawn back, leaving White with too many weaknesses in his camp.

25...0-0-0

25...h5!? followed by 0-0, was possible.

26. 2e2 hxg5 27.fxg5

After 27.hxg5 豐c7, followed by ②e7-f5, it is only White who can get into trouble.

27...e5 ½-½

After the exchange of the queens a draw is the most likely result. I decided to call it a day and offered a draw.

☐ Mohamad Al-Modiahki

■ Sergey Tiviakov

Amsterdam 2006

1.e4 d5 2.exd5 豐xd5 3.公c3 豐d6 4.d4 公f6 5.公f3 a6 6.g3 皇g4 7.皇g2 c6 8.皇f4 豐d8 9.h3 皇xf3 10.豐xf3 Or 10.皇xf3 e6 with equality.



10... **營xd4!**?

In my game against Svidler I was afraid to take the pawn. Only after spending some time at home analysing this line I was ready to take it. It looks very dangerous, but in fact it is quite playable. Despite the fact that Black is behind in development he has no

weaknesses. Black needs only three moves to complete his development. Now the course of the game changes drastically. The move played by me against Svidler is also good, Black position is rock solid there.

11.0-0

11. ②e3!? deserves serious attention. For example, 11... 豐d8 12.0-0 ②bd7 13. ②ad1 (13. ②e4!?) 13...e6 14. ②e4 ②xe4 15. 豐xe4 with compensation for the pawn. 11. ②d1 豐b6 12.0-0 e6 transposes into the line with 11.0-0

11...e6 12. **罩ad1**

After 12.罩fd1 營b6 13.盒e3 (13. ②a4!? is interesting) 13... 營c7 (13... 營a5!?) 14. ②e4!? (14. 盒f4 營b6=) 14... ②xe4 15. 營xe4 ②d7 16. 盒d4 White has compensation for the pawn.

Or 12.皇c7 公bd7 13.罩fd1 營c5 14.營d3!? with some compensation.

12...**₩b6** 13.ᡚa4

Here again White had a choice between 13. êe3!? and 13. 罩d2!?.

13...₩b5

After 13... 曾b4 14.b3 公bd7 15. 总d2 曾a3 16. 总c3 White gets a strong bishop on the diagonal a1-h8.

14.b3

14.②c3!? 營b6 15.②a4 營b5 is a draw by repetition but 15...營b4 – see 13...營b4 – gives Black an option to fight.

14...Øbd7



Slowly but surely Black finishes his development. White has to do something active, otherwise he simply remains a pawn down.

15.c4

Or 15.g4 h6 16.h4 0-0-0!? with slightly better chances for Black.

15...\₩a5 16.g4

Here the immediate 16. \(\bar{\pm} \) deserves attention.

16...h6 17.₩g3

Or 17.h4 0-0-0!? with a plus for Black. He is simply a pawn up.

17...罩c8



18.**營e3**!

White finds a very interesting resource. He is ready to sacrifice material to seize the initiative. 18.\(\mathbb{I}\)d3 \(\alpha\)b4 19.\(\mathbb{I}\)fd1 b5 is bad for White

18...**ℤa8**

After 18...b5 19.營a7! bxa4 20.營b7 營d8 21.魚xc6 White's compensation is very strong.

19.₩g3 <u>\$</u>e7!?

19... 🖺 c 8 is a draw. So if Black wants to play he has to calculate some sharp lines.

After 19... \wd8 20.\delta c7 \wd8 21.\delta d3 \delta e7 22.\delta fd1 \wd9 white has good compensation.

20.全c7 學b4 21.罩d4

Black is better after 21.\mathbb{I}\mathbb{d}d3 0-0 22.\mathbb{I}\mathbb{f}d1 \&\infty\c5.

21...0-0 22.罩fd1 公c5



23.4 b6?!

After the text move White's position becomes difficult. Better was 23.总d6, but after 23...全xd6 24.豐xd6 公fd7 (24...e5 25.罩4d2 公fd7 26.公xc5 公xc5 27.豐xe5〒 gives the pawn back) 25.g5 e5 26.罩g4 hxg5 27.罩xg5 f6 Black keeps the advantage.

23... ℤae8

It was not easy to make this move. There was another good move: 23...e5!? 24. 豐xe5 罩ae8 25. 豐g3 (25. 豐h2 公e6 26. 罩4d2 公xc7 27. 豐xc7 — transposes to 25. 豐g3) 25...公e6 26. 罩4d2 公xc7 27. 豐xc7 豐a5! with a huge advantage for Black.

24.f4

24. ₩e5 a5∓ planning ... ②a6.



24...@ce4!!

Playing 23... ae8 I already had in mind this beautiful and strong move. 24...a5 is also possible.

25. ⊈xe4

25...\(\hat{L}\)c5



26.a3?!

This move loses. Other moves are superior, but Black is always better:

- 26. we3 \(\text{\text} \) \(

26...≝xa3

Now Black wins easily.

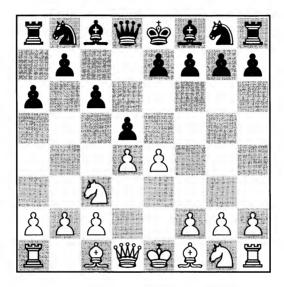
27. **≜c2**

Black also wins following 27. 響e3 ②xe4 28. 響xe4 響xb3 and 27. 拿f3 罩d8.

CHAPTER 17

John van der Wiel

Caro-Kann with a Slav Touch



1.e4 c6 2.d4 d5 3.6 c3 a6

The first person I witnessed playing 3...a6 was Jon Speelman. This was in 1997 in a Man vs Computer tournament: exactly the right place to do so!

If your opponent is well versed in main lines, or if he/she likes dynamic and open play, you may consider trying 3...a6.

Of course it can't be the greatest of moves objectively, but it does have its merits. Rather like in the Slav, where it has become quite trendy, a7-a6 is a useful waiting move. Black is striving for a closed game (so d5xe4 is not often intended), whilst retaining the option to put his bishop outside the pawn chain. If possible, on g4.

White has several reasonable replies, which

I shall subdivide into three sections:

- I White just develops and allows Black to execute his plan.
- II White builds up in such a way, that it is more difficult for Black to determine what his best plan is.

III White is immediately ready to sacrifice.

Each section will come with one annotated game, to give you some insight into how things might develop. In cases where Black doesn't seem to fare so well, I shall suggest possible improvements.

I Just Developing (4.∅f3)

□ Dogan Reyhan

Emir Dizdarevic

12//// 2001

1.e4 c6 2. ②c3 d5 3.d4 a6 4. ②f3 ≜g4 Black has achieved his first goal. The bishop is outside the pawn chain.

5.≜e2

A good alternative is 5.h3 盒xf3 6.豐xf3. In a game Kutuzovic-Dizdarevic, Rabac 2003, a draw was agreed after 6...e6 7.盒d2! ②f6 8.0-0-0 盒b4 9.e5 盒xc3?! 10.盒xc3 ②e4 11.盒e1!. With 12.豐g4, 12.豐e3 or 12.h4 coming up and the knight on e4 in serious danger I would be more than slightly worried about Black's fate.

You may prefer 6...dxe4 (instead of 6...e6) 7.豐xe4 (7.昼xe4 豐xd4 doesn't look like too much compensation. Compare this to Section III) 7...包f6 8.豐d3 e6 with a solid game for Black. White may have a minimal plus, but in Beganovic-Jeremic, Neum 2003, Black was already more than comfortable after 9.②e4?! ②bd7 10.g3 ②xe4 11.豐xe4 ②f6 12.豐e3 ②d6 13.豐g5 0-0 14.②g2 豐b6 15.c3 豐b5! 16.豐xb5 axb5.

5...e6



6.0-0 The oldest move is 6.h3. In Zelcic-

Milivojevic, Belgrade 1989, possibly the stem game of the whole variation, White was successful after 6....皇h5 7.0-0 皇e7 8.皇e3 ②f6 9.e5 ②fd7 10.②e1 皇g6 11.f4 c5 12.dxc5 ②c6 13.\(\delta\) h1 0-0 14.\(\Quad a\) 4 f6 15.\(\delta\) g4 \(\delta\) f16.\(\Quad d\) fxe5 17.fxe5 ②dxe5 18.\(\Quad x\) xe5 \(\Quad x\) c4 20.\(\Quad x\) c4 dxc4 21.\(\delta\) e2 with a clear plus and a quick win.

In general, with nearly all his pawns on white squares, Black doesn't mind giving up his bishop after h2-h3. Therefore I prefer Speelman's approach:

6... ≜xf3 7. ≜xf3 ₺f6 8.e5 ₺fd7 9.0-0 c5 10. ₺xd5!? (not so crazy with White's centre crumbling) 10...exd5 11. ≜xd5 ₺b6! 12. ₤xb7 ҍa7 13. dxc5 (maybe 13. f3!? to play for initiative) 13... xd1 14. ₤xd1 ₤xb7 15.cxb6 ₤xb6 16.b3 ₤e7 17. ₤f4?! 0-0 18. ₤d5 ₤e6 19.c4 ₺c6 20. ₤ad1 ₤e8 21. ₤g3 g5! (pawn e5 is too weak) 22. f4 gxf4 23. ₤xf4 ₤f8 24. ₺f2 ₺xe5 with a big advantage for Black, who went on to win in COMP Nightmare-Speelman, The Hague 1997

Another idea for White is 6.e5, after which the thematic 6...c5 is playable. In Gavrilov-Gerovski, Skopje 1998, there followed: 7.皇e3 cxd4 8.②xd4 ②xe2 9.②cxe2 營c7 10.f4 ②e7 11.0-0. However, as White's lead in development gave him some chances, Black may elect to slow things down by means of 6...②d7, perhaps 7...②e7 and play ...c6-c5 at a more convenient time.

Whenever White takes on d5, barring special circumstances, Black is very happy to recapture with the c-pawn and pawn a6 always has a function. This position is in no way an exception. White should have played 8.e5 ②fd7 9.②xe7 營xe7, when White has some space and hopes of rearranging his pieces starting with 10.②b1 or 10.②e1. Black, on the other hand, has a clear plan with ...c6-c5 – endangering White's centre.



No doubt White was intending to continue with 8...cxd5 9.\(\tilde{\to}\)e5 but Black is one step ahead of him.

8....皇xf3!

Here the bishop pair won't mean a thing. It is easier to play against a bishop on f3, than a knight on e5.

9. £xf3 cxd5

Thanks to his good pawn structure Black can already play for the advantage (using the 'minority attack').

10.⊒e1 0-0 11.公e2 公c6 12.a4 公e8 13.ዿxe7 公xe7 14.c4

Not a bad idea to change the nature of the struggle before Black goes &e8-d6. Nevertheless Black maintains a plus.

This won't do White much good. Simplifying with 18.b3 should offer better drawing chances.

White is trying very hard to alleviate the pressure, but even after the text Black maintains an iron grip on the position.

28...②xd6 29.\(\bar{2}\)xc3 \(\bar{2}\)xc3 \(\bar{2}\)xc3 \(\bar{2}\)xc3 \(\bar{2}\)xc3 \(\bar{2}\)xc3 \(\bar{2}\)xc3 \(\bar{2}\)xc4 \(\bar{2



38...e3!

With a nasty threat: 39... \(\begin{align*} \begin{align*} 40. \\ \begin{align*}
39.፱c4 ፱xc4 40.፬xc4 쌀d2 41.쌀xd2 exd2 42.፬e2 ②d5 43.ጵf3 f5 44.፬d1 ②c3 45.፬c2 d1쌀+ 46.ቧxd1 ②xd1 47.ጵe2 ②c3+ 48.ጵd3 ②e4 49.f3 ②g5 50.b4 axb4 51.a5 ②xf3 52.a6 ②e5+ 53.ጵd4 ②c6+ 54.ጵc5 b3 White resigned.

II Keep Black guessing (various flexible 4th moves)

In fact, White has already tried lots of different moves apart from 4. ♠ f3 (I) and 4. ♠ d3 (III). All of those will be mentioned in the following game: there are no less than eight of them!

☐ COMP Rebel

John van der Wiel

Maastricht m 2001 (3)

1.e4 c6 2.d4 d5 3.公c3 a6 4.Ձe2

As promised, a list of all known alternatives:

• 4.\(\hat{o}\)f4 and 4.\(\hat{o}\)e3. Here 4...g6 has been played, but I would recommend 4...b5, which discourages any plan involving queenside castling. In most cases Black will conduct the game in Frenchstyle, with e7-e6

and at some point c6-c5 (if White has closed the centre).

- 4.a4 stops b7-b5, but gives Black a free hand. Thus, 4...dxe4 5. ②xe4 ②f6 is a decent version of a main line. Playable is 4...e6 with ②f8-b4 to come. Also reasonable is 4...g6. It's mainly a matter of taste.
- 4.f3 may turn out to be quite similar to 4.âe3. A good practical example is Macieja-Gustafsson, ACP blitz 2004, which went: 4...e6 5.âe3 b5! 6.營d2 公d7 7.âd3 公b6 8.公ge2 公f6 9.0-0 âe7 10.e5 公fd7 11.f4 g6



12.a4?! (attacking on the wrong wing. I like 12.g4 and if 12...h5?! then 13.f5, so 12...c5 is more to the point) 12...心c4! 13.兔xc4 bxc4 14.罩ab1 h5 15.b3 cxb3 16.罩xb3 a5! 17.罩fb1 兔a6 and Black had excellent prospects.

- 4.g3 dxe4 (here, too, 4...e6 and 4...b5 are excellent alternatives. Not 4...g6 when 5.\(\textit{\textit{2}}\)g2 would force an ugly-looking decision from Black) 5.\(\textit{\textit{2}}\)xe4 \(\textit{\textit{2}}\)f5 (at least there is no g3-square, although White develops comfortably) 6.\(\textit{\textit{2}}\)g2 e6 7.\(\textit{\textit{2}}\)e2 \(\textit{\textit{2}}\)d7 8.0-0 \(\textit{\textit{2}}\)g6 \(\textit{2}\)sf6 + \(\textit{2}\)xf6 10.c4 \(\textit{\textit{2}}\)d6 11.\(\textit{\textit{2}}\)b3 \(\textit{2}\)b3 \(\textit{2}\)b3 \(\textit{2}\)b4 (12.\(\textit{\textit{2}}\)g5!?) 12...0-0 13.\(\textit{\textit{2}}\)add \(\textit{\textit{2}}\)g4 was Kozamernik-Dizdarevic, Ljubljana 2004, with nearly equal play and a draw in 83 moves.
- 4.h3 is not so testing for Black, either:
- 4... ②f6?! 5.e5 ②fd7 6.f4 (6.e6!? could be

quite dangerous for Black) 6...e6 7.句f3 c5 8.急e3 ②c6 9.豐d2 was a very slightly improved French for White in M.Hansen-Borik, Germany Bundesliga B 1993/94.

- Another reliable plan is 4...b5.
- 4.e5 is one of White's best options, in my opinion. Now 4...\$\delta 5 5.g4 \$\delta d7 (5...\$\delta e 6.\$\Delta h3!\$ is too risky) may be playable, but it is an improved version for White on a main line in the Advance Variation.

Therefore 4...h5!? comes into consideration. After the strong 5. 2d3! Black can continue with 5...g6 and 6... 4h6 although admittedly this plan is rather eccentric.

Practice so far has seen:

- 4...g6 5.∅f3 (5.h3) 5...½g4 6.₫e2 e6 7.₫e3 ≝c7 8.ᡚd2 ₫xe2 9.ᡚxe2 c5 10.c3 ᡚc6 11.0-0 ᡚge7 12.ᡚg3! h5 13.h4 with a slight advantage for White, Sadikovic-Jeremic, Neum 2003.
- 4...e6 5.息e3 瞥b6!? 6.罩b1 (6.②a4) 6...c5 7.②f3 息d7?! (better should be 7...②c6 or even 7...②h6!?) 8.息e2 cxd4 9.②xd4 息c5 10.b4? 鱼xd4 (can Black afford 10...鱼xb4!? 11.0-0 瞥a5 ?) 11.Ձxd4 營d8 12.b5 and White was clearly better in D.Toth-Hever, Aggtelek 1998.

Summarizing: of this bunch 4.e5 may well be best. Against this, Black should probably (as in many cases) choose the French set-up with e7-e6. At least, the knight on c3 is not so great in an Advance French.

4...b5 5.a3

The constructors of Rebel have done some clever work. White refuses to play a closed position, which wouldn't be the computer's forte. And yes, 5.exd5 cxd5 6.公xd5 豐xd5 7.急f3 豐e6+ 8.急e3 罩a7 would be good for Black.

5...e6 6.42f3 42f6 7.e5

Here I expected 7.\(\hat{L}\)g5. I don't believe a 21st century computer would view 7...\(h6\) 8.\(\hat{L}\)h4 g5 as a problem.

7...**⊘fd**7 8.**≜g**5! **≜e**7

Not willing to risk 8...f6 9.exf6, or 8... ⊌b6 9.b4!?(or even 9. 2a2 c5 10.c3), when Black will regret not having played \(\delta f8-e7\).

9.≜xe7 \#xe7



10.b4!?

Surprising, coming from a computer program, but certainly not bad. Without c6-c5 Black has to find other ways to live. 10. 2a2 c5 11.c3 2c6 would be approximately equal, with ...f6 coming some day.

10...a5 11.6\a2

After 11.\(\bar{L}\)b1 axb4 12.axb4 \(\Omega\)a6 13.\(\Omega\)a2 \(\Omega\)ac5!? Black develops enough play.

11...axb4 12.axb4 0-0 13.♠d3 f6 14.exf6!

14.豐e2 would run into 14...豐xb4+!? or 14...基xa2!? or first 14...fxe5.

14...gxf6 15.0-0 If7

Not 15...e5 16.包h4!.

16. Ie1 2f8 17. 2h4

White is playing this phase very well. His activities on the kingside leave Black no peace.

A reasonable alternative was 18.42c3.

18... Ig7 19. Ig3 響e7 20. 響f3

Please note: White has the threat of 21. Iel Ixa2. 22. 6/15.

Even stronger, however, was 20.營e2!, also threatening 21.公f5 and after 20..受f7 or 20..互a7 following up with 21.c3 and 22.互e1.

The a-file pin is Black's only trump. What if 24. Lel tries to eliminate it: 24... 世g5! (24... Laxa2 25. 世xb8 is in White's favour) 25. 世c7 世xh4 26.世xc8 (26. Le3 全d7) 26... 世xd4!? and Black is probably alright.

24...≜d7 25.\gegright c7!?

Again: 25.萬e1 or not? There may follow: 25...e5! 26.dxe5 ②e6 27.豐h4 fxe5! and Black is still about to win a piece. But how good will the compensation be after 28.②c3 e4? Lord knows, or Rebel.

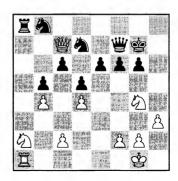
With a funny counter-pin on the back rank. 26... \(\hat{\omega}\) a6 27.h3!?

27.罩e1 looked more natural.

27...≝f7 28.Ձxg6 hxg6 29.ଢh2 ஓg7 30.ଢg4 ଢfd7

30... ②h7 would complete the preparations for 豐f7-d7, but after 31. 豐d6! 豐d7 32. 豐f4 or 豐g3 the knight is poorly placed.

31.**營c7**



31...e5!

The right countermeasure despite limited

time. On 31... ©e5 White had the diabolical 32. ©xf6!.

32. **쌀b7?**!

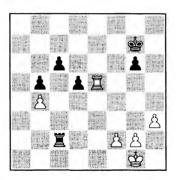
This temporarily wins a pawn and starts the variation that I calculated and hoped for. After 32.dxe5(!) ②xe5 33. ∰d6 the ②a2 is in some trouble, but Black's king isn't secure and the position would be unclear.

32... a3 33.dxe5 fxe5 34. 2xe5 2xe5 35. wxb8 wf6! 36. ae1

36.c3 may look logical, but there is a great reply: 36... ②d3 37. ≝g3 ②xb4! with three working pins. Yes, humans can calculate too!

36... **□**xa2 37. **□**xe5

Because 37.罩xe5 fails to 37...罩a1+ 38.蛰h2 豐f4+



A better rook ending is the fruit of calculation.

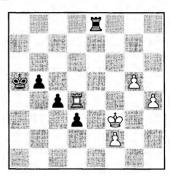
39.\\@e1?

Right at the beginning of the ending Rebel makes a big mistake. Instead of the far too passive text 39. Le6 was called for. An example: 39. Le1+ 40. 全h2 全f7 41. Ld6 全e7 42. Lxg6 d4 43. Lg4! Lc4 44. 全g3 Lxb4 45. 全f3 or 45. h4 and the game is far from over.

39...\$f6 40.\$f1 d4 41\$\mathbb{I}\$ \$\mathbb{I}\$ \$c4 42.\$\mathbb{I}\$ \$c8 \$\mathbb{I}\$ \$c7 43.\$\mathbb{I}\$ \$e2 \$\mathbb{I}\$ \$d6 44.\$\mathbb{I}\$ \$d8+\$\mathbb{I}\$ \$c7 45.\$\mathbb{I}\$ \$g8 \$\mathbb{I}\$ \$xb4 46.\$\mathbb{I}\$ \$d3 c5 47.\$\mathbb{I}\$ \$g7+\$\mathbb{I}\$ \$g8 \$\mathbb{I}\$ \$g8 \$

항b6 48.፱xg6+ 항a5 49.h4 필b3+ 50.항e4 d3 51.필d6 c4 52.g4 필b2! 53.g5 필e2+ 54.항f3 필e8 55.필d4

Having seen that 55.g6 b4 56.h5 c3! wins for Black.



55...b4!

Even more convincing than 55...\$b4. **56**.**\(\beta\)**xc4 b3 57.**\(\beta\)**c1 b2 58.**\(\beta\)**d1

If 58.\(\bar{2}\) b1, then 58...d2 59.g6 \(\\ \\ \) a4 etc.

58... \$\dip b4 59. \$\dip f4\$

59...**⊈c**3

White resigned.

III The Danger (4.总d3)

I don't believe in advertising variations without pointing out the dangers, so here it is: this Section III comes with a special warning! White plays a move that is positionally non-committal, implying that he is ready to sacrifice a pawn after 4...dxe4 5.\(\Delta\)xe4 \(\Omega\)fo is less fearsome). The question is: should Black eat or not?

☐ Vladimir Moliboga

■ Igor Dmitriev

Litomysl 1994

1.e4 c6 2.d4 d5 3. 2c3 a6 4. 2d3 dxe4 If Black is not so keen on material and wants to play a more closed position, there are:

- 4...e6?! 5.公f3 ②d7 6.0-0 ②e7 7.e5 豐c7 (7...c5!?) 8.②e2 c5 9.c3 ②c6 10.②g3 ②e7 11.②h5! g6 12.②g7+ 當d8 13.②g5 ②xg5 14.③xg5+②e7 15.豐g4 with a big initiative for White, Schuerer-Voegeli, Silvaplana 1993.
- 4...g6!? 5.e5 (5.h3 and 5.êe3 are worthy alternatives) 5...êg7 6.�f3 (6.h3 or 6.f4) 6...êg4 7.h3 êd7? happened in Altermatt-Voegeli, Silvaplana 1993. Naturally Black should have opted for 7...êxf3 8.營xf3 �d7 or 8...e6 with a reasonable game.

5.分xe4 營xd4 6.分f3 營d5



14... 温d8 (Black had several tough choices in this game. 14... ②d5!? looks like a good alternative here, for instance 15. 皇太d5 cxd5 16. 基xd5 exd5 17. ②g6+ ②e4! 18. ②xh8 0-0-0, which fails to impress for White, or 15. 皇d4 0-0-0 16. ②c4 ②d7 with an unclear position) 15. ②c4! 基xd1+ 16. 基xd1 ②cd7 17. ②e5 ②e7 18. ②xd7 ②xd7 19. ②xg7 重g8

20. 盒c3 響xh2 (or else Black is simply worse) 21.g3 響h6+ 22.含b1 ②f6 23.響e5 含f8 24.響c7 盒c5 25.b4 盒xf2 26.罩d7! 響g6 27. 盒h5 1-0.

7.c4 營d8 8.②eg5 皇f5 9.皇xf5 營a5+ 10.皇d2 營xf5 11.營b3!

Demonstrating a serious disadvantage of 6... 對d5.



11... **營c8**

It is hard to imagine that Black will go unscathed after 11...b5!?, but at least in most cases he threatens to follow up with 12...h6. 12.0-0-0(!) h6 13.\(\Delta\) a5 looks like more than Black can digest, though, so anyone in favour of 12...f6!?

12.0-0-0 Ød7

Now 12...h6 13.\(\Delta\x\)xf7! \(\Delta\x\)xf7 14.\(\Delta\ell\)e5+ is surely suicidal.

13.**≜a**5!

Introduces threats involving taking on f7 and/or d7.

13...**ົ**Ωgf6 14.**ℤ**he1

Even 14.c5 is dangerous, but 14... \(\)d5 saves Black. After the strong text Black can only choose between evils.

14...h6?!

This gives White the opportunity to win in great style, but 14...e6 wouldn't be much different, see: 15.公xe6! fxe6 16.置xe6+ 含f7 (16...全e7 17.置de1 is hopeless) 17.公g5+含g8 (or 17...含g6 18.豐d3+! and the attack is irresistible) 18.置xf6! 公c5 (after

18... ②xf6 19.c5+ ②d5 20. 基xd5 Black can resign and 18... gxf6 19.c5+ 含g7 20. 營f7+ 含h6 21. ②e6! is curtains, too) 19. 營f3! gxf6 20. 營xf6 營e8 21. ②c3 with a beautiful win for White.

Black's best chance was 14...c5(!) 15.②e5 (even here 15.②xf7 is interesting) 15...②xe5 16.量d8+ 營xd8 17.②xd8 罩xd8 18.罩xe5 ②d7! (19.罩f5 g6) and White is 'only' much better.

15.罩xd7!

Beautiful, but 15. 公xf7 is also good. **15...** 公**xd7 16.** 公**xf7** 曾**xf7 17.c5+** 曾**e8** 17... 曾g6 18. 曾d3+ 曾f7 19. 曾c4+ could lead to the game position.



Now White has done a lot of damage for a rook, but can he win?

18. **省d3 含f7**

Forced, as $18... \triangle xc5$ 19. g6+ gd7 $20. \triangle c5+ is$ mate and $18... \triangle f6$ 19. g6+ gd7 $20. \triangle c5+ ge6$ $21. \triangle f7+ or 2c4+ wins$ easily for White.

19. 當c4+! 當e8 20. 當e4

After this sweet manoeuvre things are clear: 20... 查f7 doesn't parry the threat of 21. 豐g6+, since 21. 豐e6+ 查e8 22. 豐g6 mates

20...9e5

No choice, but after this Black clearly fights for a lost cause.

21. 公xe5 營e6 22. 營d3!

With 23. 26 not being the only threat, as we shall see.

22...h5 23.47c4

Even stronger.

23...\₩h6+

24. 全 4 当 7 25. 全 d6+ 全 d7 26. 当 h3+ And as the bishop will reappear on a5, Black resigned.

Who is this Moliboga? I hope 'moli' means something like 'inspired', because he certainly conducted this game with divine inspiration.

The above may frighten you out of playing 3...a6, but it shouldn't really. First of all, there is the option of quiet development with 4...g6. Secondly, I believe that 4...dxe4 is playable (see the notes to the included game Fressinet-Bricard) and that it is the most important move in a theoretical sense. Moreover: have you really lived when you have never taken a centre pawn? But hear my advice: first try this at home!

CHAPTER 18 Who is Who

A bit of Grünfeld bashing has always been popular among SOS authors. However, a master always finds his grandmaster. **Ian Rogers** presents no less than three SOS weapons in one chapter. Read all about the ideas of Alan Goldsmith. Alan Who?

Dutch GM **Erwin l'Ami** is known for his adherence to main lines. So if he is willing to play an early queen move there must be something to it. Erwin analyzes a former pet line of Tony Miles to conclude that Black is OK after 1.e4 c6 2.c4 e5 3.公f3 豐a5.

The Hyper-Accelerated Dragon can be annoying to meet – especially for all 3.\$b5(+) lovers. Just like Spassky you might feel that with 2...g6 Black is simply asking for 3.h4. The authors of *Accelerated Dragons*, the Americans **John Donaldson** and **Jeremy Silman**, saw reason enough to go where no author has gone before.

Are you looking for a repertoire, or a surprise weapon, against 1.d4? **Arthur Kogan**'s 1.d4 \(\angle \text{f6} 2.c4 \text{ b6 is a sophisticated mix between the Grünfeld and the Queen's Indian, with some Budapest Gambit ideas thrown in as well.

Be warned, the Israeli grandmaster has another, more primitive, side to his personality. Check out his Tarzan Attack too!

The principles of good opening play forbid you to play twice with the same piece in the opening. Enter the Hungarian Baron Ladislaus Döry with his defence 1.d4 △f6 2.△f3 △e4. Noblesse oblige. It was none

other than Paul Keres who won the 1937 theme tournament in Vienna as **Adrian Mikhalchishin** reports.

Karpov's former trainer also reveals a secret in the main tabiya position of the Closed Ruy Lopez after 9.h3. The young Polish IM Grzegorz Gajewski is in the habit of playing 9... Lb8 and he has found Spanish expert Vladimir Malaniuk on his side.

If you're looking for a surprise weapon versus the Open Games, but feel that Nakamura's 2.\dot{\dot{\dot{b}}}h5 is one bridge too far, then **Glenn Flear** has just the repertoire for you. The Englishman feels that it makes perfect sense to spice up the Vienna and the Bishop's Opening with some early queen moves.

A propos queen moves. How about the rather curious 8. \$\delta d2\$ in the Slav? **Dorian Rogozenko**, an expert in this venerable defence, confesses that he had never seen the move until Mikhalevski beat Bareev at the 2006 Olympiad.

In SOS-4 Arthur Kogan revealed his secrets in the Scandinavian with 3... \$\mathbb{G}\$ d8. \$\mathbb{Sergey}\$ Tiviakov now does the same for the 3... \$\mathbb{G}\$ d6 Scandinavian. He relates how his life, and his repertoire, will never be the same again after an opening disaster with white.

In the days when playing the computer could be a joyful experience, **John van der Wiel** watched Jon Speelman play 3...a6 in the Caro-Kann versus the machine. In cycling they would call this strategy *sur place*. The Dutch grandmaster explains that it is better to get your bishop outside the pawn chain.



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